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100% FOR PLAYERS OF
NINTENDO

■ Super NES
■ Game Boy
■ NES

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Massive
poster!



Yeah, ha ha. Good alien suit Steve... Steve? Er... Hehehe! Cor, look at the time. I really must be going. Byeccccccccc...

February 1993

Issue 14

£1.95

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SUPER
NES!



Wing
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NHLPA Ice
Hockey
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NES!



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Prince
Valiant

GAME
BOY



Bugs Bunny 2
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Joe 'n' Mac
R-Type II



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Okay, so now you've got your

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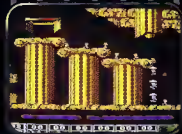
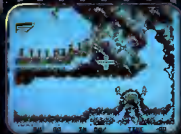
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Pretty easy...NOT!

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**100% FOR PLAYERS OF
NINTENDO**

■ Super NES
■ Game Boy
■ NES

Issue 14

January 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month:

80,227

ABC Jan - June 1992

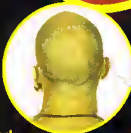
CON



6

News

Get tha gen on the Barcode Battler - the latest hand-held from Japan. Also, readers old, new, and criminally insane, check out the TOTAL Readers' Charter to see what we'll give you each month in '93.



I knew I shouldn't have gone to Steve's Hair Salon... Never mind - I've still got my Game Boy (sigh!)

Charts

All right, mate. Enough of the charity. It's time to find out what's gone up and what's gone down in a gamatastic sort of way. Mate.

10

90

TOTAL Recall

Have a gander and save yourself quids! This section breaks down over THREE HUNDRED Nintendo games. Ignore it at your peril!

Previews

Stay ahead of your chums with a sneaky peeky at what's coming up on a TV or LCD screen near you soon. Nintendo wannabes this month include Robocod, Duntlander, Lethal Weapon, Cool World, Batman Returns, Monster in My Pocket and Speedball 2. Can't wait!

14

20

Letters

We got to put our feet up while Steve tries to answer your questions in a reasonably convincing manner. You can also win some Philips gaar!



FOR A
FULL LIST OF
REVIEWS
IN THIS ISSUE
TURN TO
31

Get the best for your Nintendo!

If you only buy one cart this month, we reckon it should be one of these:



SPINDIZZY WORLDS

Guide GERALD the gyro through this playable roll-around-a-maze 'em up. Plus...



LEMMINGS

The suicidal puzzler finally goes portable in style. Plus...



PROBOTECTOR II

The sequel to one of the best ever games on the NES. And it's packing just as much ammo as the first one!

Fast find:

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TENTS

COIN-OP COMPO

Start sending in those tokens. Full details on page 7

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TOTAL Tactix

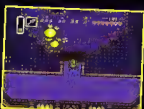
Lumbered with that last level? Gazumped by a guardian? Baffled by a boss? Confused by the price of curry? Horrified by helicopters? (Sorry!) Take a tip from TOTAL!



Check out the codes and cheats for Kirby's Dream Land, Ultima, and Dynablasters. Plus, the final part of our Gargoyle's Quest guide.



You SNES owners are going to have it easy this month! We've got tips for UN Squadron, Super Smash TV, F1 Exhaust Heat, Joe 'n' Mac, Spenky's Quest, not to mention the first part of our massive well-through guide to Zelda III. Hurrah!

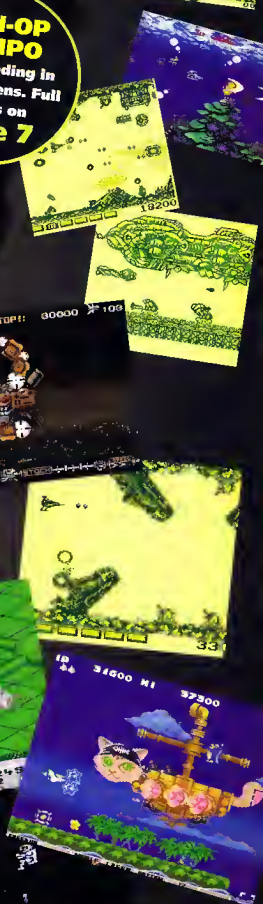
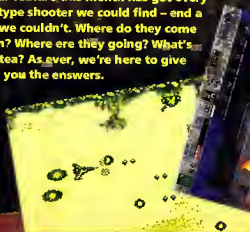


For NES owners there's the second instalment of our three-part Rainbow Islands guide, cheats for Low G Man, Battletoads, Bart Vs the Space Mutants, end more!

Shoot 'em up guide - it's a bit special!

Our feature this month has got every space-type shooter we could find - and a few we couldn't. Where do they come from? Where are they going? What's for tea? As ever, we're here to give you the answers.

25



TOTAL TALK

TOTAL's intrepid reporter (well, Steve actually, but never mind) trawls the games scene for the latest Nintendo news and views.

Welcome to TOTAL!

HI there! Are you a new Nintendo player? Perhaps you got a new machine for Christmas or inherited one from someone who moved up to a Super NES. Either way, welcome to TOTAL – usually the biggest, occasionally the fattest, but certainly the best Nintendo mag in the UK!

If this is the first time you've bought the mag, you'll want to know what's what and who's who. Well, for starters I'm Steve – the editor and man in charge. Unfortunately, I'm in charge of three berks called Chris, James and Andy. We may not look very nice, but we'll guide you through the minefield of Nintendo games in our

reviews, which start on page 31. We all play loads of games and if we get one that we think isn't up to scratch we'll tell you.

TOTAL isn't linked to Nintendo in any way – we're completely unofficial (we're rebels, we are) and so we can tell it exactly like it is. You can trust our reviews – and you need to: just one bad game and you're 40, sometimes 50 quid worse off!

That's also why we have TOTAL Recall – every Nintendo game we've ever seen (over 300 Game Boy, NES and Super NES carts) reviewed and rated so you never need buy a duff cart. Check it out on page 90.

Of course, to get the most from your games you also need TOTAL Tactix, which is on page 70. Each month we strip games bare with player's guides, playing tips, and cheats. But beware! These pages bust games wide open, so read them at your peril!

And when you've finished soaking up all this information, why not write in and let me know what you think of the mag? If your letter's good enough you could see your name in black and white and even win a prize. See page 20 to see what everyone else has to say!

I hope you enjoy the mag. Stick with us through 1993 – we're only going to get better!



That's me, that is – TOTAL editor and all-round fab chap (Huh! – Andy.)

Oh no, I've smashed my screen!



Okay, you've just unwrapped your Christmas presents to find the hand-held of your dreams. After much high-scoring, you go into the kitchen to grab a quick ninth helping of Christmas pudding, returning only to find that Bonzo, your overweight Great Dane, has plonked himself on the chair where you left your Game Boy.

Well, don't you fret, cos the damage is repairable. Bandai run a

repair service for damaged screens.

Give Bandai a call on 0329 822565 and get their repairs department to give you a quote for the damage (the busted 'Boy on the left cost £22.90 (including postage and, indeed, packaging).

Just send your Game Boy – in its original box – plus cheque to: **Bandai UK Ltd, Unit E1, Fareham Heights, Standard Way, Fareham, Hants PO16 8XT.**

SNIPPETS!

CAN'T TOUCH THIS

The latest hi-tech gameplaying peripheral is the Turbo Touch pad from Hornby Hobbies. This padless joystick operates by

simply moving your thumb over the touch sensitive pad – it's dead responsive and completely eliminates thumb-



strain. The Super NES Turbo costs £20 while the NES version is around £16. You can get them from Toys 'R Us, the Index catalogue or the Special Reserve club – and if you can't track one down, ring the Game Genie helpline on 0843 231088 and they'll send you an order form.

SNES FOUR-PLAY

Following in the wake of the NES Four Score adaptor, the Japanese Super Famicon is about to get two new four-player adaptors. The one we'll probably get over here is the super Multi-Tap from Hudsonsoft, which should appear in time for Hudsonsoft's

new multi-player bomber game, known variously as Dynablaster, Bombberman or Atomic Punk. And it will also work with Jimmy Connors' Tennis, reviewed next issue!

POSTER PAINTS

Have you seen the stonky new Game Boy ads in magazines

Twelve things you never knew about Nintendo!

1 In Japanese, 'Nintendo' means 'work hard'.

2 Nintendo is now the third biggest company in Japan, after Toyota and Nippon Telegraph.

3 Nintendo now has over 80% of the entire planet's video game market cornered. Mario rules OK!

4 Nintendo's corporate headquarters are in Kyoto in Japan.

5 Mario was invented by Shigeru Miyamoto, who based the character on a landlอร์ด from Brooklyn, New York.

6 Super Mario Bros 3 grossed \$500 million - that's even more than E.T., the biggest money-spinning movie of all time. Ever!

7 Mario made his first appearance in the ancient Nintendo coin-op Donkey Kong, way, way back in 1981.

8 The Japanese NES, which is called the Famicom (Family Computer), first appeared in Japan in 1983. By 1985 they'd sold more than 6.5 million of 'em!

9 The Legend Of Zelda was the first video game cart to sell more than a million units.

10 Super Mario Bros 3 was introduced in 1990 and sold more than seven million units by the end of the year!

11 There are 31.7 million NESs in the United States - that means there's an NES in one in every three households!

12 Nintendo's fastest-selling game of all time is Zelda III - A Link To The Past.

13 Um... Did you know that TOTAL is the best Nintendo mag ever? Of course you did!

Just who is this fellow? Where does he come from? What does he do? We tell all!



A sound thing!



King Arthur's World on SNES - ready to rock 'n roll!

The first game with movie-style Dolby Surround Sound is about to make an appearance!

Jaleco's King Arthur's World on the SNES has a soundtrack which can be decoded by Surround Sound A/V amplifiers. With the right equipment you can have special sound effects from rear speakers while the soundtrack plays through front stereo speakers. We'll give it a sound check soon!

COIN-OP COMPO!

If you bought TOTAL Issues 11, 12 and 13 you should now have all three of our mini-books - diary, address book and used cart guide. (If not, whizz to page 103 where you can order back issues.) Inside each of the three book-

lets is a coin-op compo coupon. On the third one, write your name and address. Put all three into an envelope and send 'em all to: **Golfing Greats Compo, TOTAL1, 30 Monmouth Street, Bath, Avon BA1 2BW.**



And here's Golfing Greats in action! This stunning - and extremely playable - Konami coin-op could be yours!

and in the Underground? No? These works of 'art' are produced using the latest computer imaging techniques to mix 'n' match design elements, like a golf course and



Green Park tube station. Neat stuff, eh?

AWARDS

Every year the video games industry has a bash called the In Din (Industry Dinner) where awards are given out to the best games. As expected, Nintendo reigned

supreme, winning Game Of The Year for GB Parodius Video Game Of The Year (8-bit) with NES Micro Machines; Video Game Of The Year (16-bit) for SNES SF2; Arcade/Action Game Of The Year for SNES Super Probotector; Sports Game Of The Year for SNES Super Tennis; and Licensed

Property Of The Year for Bart's Nightmare on the SNES. Oh, and Sonic II won the award for Best Game Called Sonic II.



Vertical reality



W Industries of Leicester have just launched a World War One flying game called Flying Aces, which they describe as 'the world's first immersive, multi-player, interactive flight simulator'. What all that means is

that it's the first virtual reality coin-op, so instead of watching the action on a screen, you can bank, loop and dogfight in your own VR world. Keep a lookout for Flying Aces in your local arcade.

Mag Save rave!

If you enjoy TOTAL, don't forget that a good way to make sure of your copy is to fill in the coupon on page 106. Hand it to a newsagent (preferably one that's really close) then sit back, safe in the knowledge that every month a new issue

of TOTAL will be sitting there just waiting for you to pick it up.

MAG*SAVE

TOTAL TALK BACK

Back in issue 11 we had another one of our deep and probing questionnaires. Thanks to all of you who dutifully filled them in and sent them in to us, We've collated all the info and discovered some strange things...

46% of TOTAL readers are Game Boy owners, 57% are NES owners and 28% are SNES owners. Yes, we know that's 131% - that's cos some of you own more than one machine (around 15% own one of the consoles plus the G8 hand-held). And there are no surprises for guessing that nearly

half of our readers intend to buy a SNES.

A lot of you own another machine, the three most popular being a Sinclair Spectrum (25%) a Commodore C64 (15%), and an Amstrad CPC (13%). Of course, it's doubtful whether you still use them any more!

On average, each reader owns at least nine games for their machine. 77% of you own more than five, while 32% own more than ten carts (lucky devils).

The average age of a TOTAL reader is 14.5, with the bulk of you being between 12 and 17 years old.

8% of you are girls, 91% are boys (and 1%, like Jim, are 'don't knows').

You rated TOTAL head and shoulders above the competition. (Take two Nintendo magazines into the shower? Bog off!) TOTAL scored 94%, while all the other mags scraped between 62% and 77%. Pathetic.

And because TOTAL is so blinkin' good, once you've read it yourself you then pass it on to an average of two other people. With 100,000 copies of the mag being sold every month, that's a massive 300,000 people in all who read TOTAL. Cor blimey!

Your favourite mag, not including games mags, are Viz (you naughty lot), Shoot!, Red Dwarf and Smash Hits, in that order.

And finally, we promised £200 worth of software for one lucky reader, who just happened to be Neil Wyldie of Sawston in Cambridge. Congrats, Neil!

Chrimbo Card Chaos...



Give 'im some stick, Rudy! This festive SF2 card was drawn by Paul Kldby, hotshot TOTAL cover artist (and creator of the pic on p25).

Who says TOTAL readers aren't thoughtful and generous? Ah, no one.

Well, never mind, here's a quick 'thank you' to everyone who sent us a Christmas card!

James May; Jamie Short, Salisbury; Dean Fitzgerald, Kettering; Peter Tomes, Yelverton; Paul Dixon; Lee Hughes, Liverpool; Mark Milham; Richard Sampson; Christopher Foreman;

Kevin Amore, Chinnor; Tommy Walker, Heysham; Nige; Sue Turner (33 going on 12); Damian, Leigh-on-Sea; Steven Tucker, Widnes (nice card!); Philip Maclean; Glen Allen; Ravi Nischar (no presses for you!); Alex Deas, Wilton Dean; Gareth Pettman; Richard Lampard, Gifford; Neil S. Harris; Bryan Kennedy; Griz, Barnstable; Ian Kerrigan, Aintree. If we missed anyone,

GAMESMASTER LIVE

In the wake of the Future Entertainment Show, the Birmingham NEC played host to GamesMaster Live. And a roaring success it was too, with around

75,000 people turning up. Stars of the show were Dominik Diamond and the massive GamesMaster stage, Nintendo and, of course, Future's very own GamesMaster mag (out now at £1.75)



LASER ZAPPER

The latest craze in Japan is The Barcode Battler, a hand-held barcode reader. You use it to read barcodes and gain power-ups and bonus points, it's released here in May by Toray.



And heeere's Mr Typical TOTAL Reader, 1992! His vital statistics are as follows:

- Sex: Male
- Age: 14.5
- Machine: NES
- Fave mag: NTDAL (of course!)
- Number of games owned : 5

GAMER ★ STAR GAMER ★ STAR G



Famous Nintendo Gamer Number 11 Right Said Fred (Er, is that Fred on the right? That means the one on the left must be Right. Right?)

Those deeply dippy and decidedly, er, bald songsters have oft been quoted as being Sega Gamers - primarily because Sega provide their tour support. Don't believe everything you read.

Fred and Richard Fairbrass and

Rob would say fanatical) Gamers, with Fred by far the most addicted - especially to Tetris.

In a recent interview with The Face magazine, Fred was playing Game Boy Tennis and, with sponsorship obviously in mind, was quoted as saying, 'Say I'm playing Sega and... Wearing Levi's and a John Richmond Jacket.'

So there you go: they play with Segas cos they have to; they play with Game Boys because they want to!

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THE CHARTS



▲ Goin' up ▼ Goin' down ● Goin' nowhere ★ New Entry

NES

- 1 ▲ **Rescue Rangers**
But the Rangers don't need rescuing!
TOTAL rating: 81%
- 2 ★ **WWF Steelcage Challenge**
Nice Y-Fronts, guys.
TOTAL rating: 40%
- 3 ▲ **Kung Fu**
Pass the soy sauce, please.
TOTAL rating: 71%
- 4 ▲ **Donkey Kong Classics**
A bit of an old mule, but hanging in there.
TOTAL rating: 40%
- 5 ▲ **Terminator 2**
Why? What's she ever done to you?
TOTAL rating: 74%
- 6 ★ **Super Mario Bros 2**
Oh, the super-dooper brothers numero 2.
TOTAL rating: 79%
- 7 ▲ **Kickie Cubicle**
Sequel to Flickle Roundie.
TOTAL rating: 62%
- 8 ★ **Home Alone 2**
Not going out then, Kev?
TOTAL rating: not reviewed
- 9 ★ **Duck Tales**
...And other poultry stories.
TOTAL rating: 69%
- 10 ★ **Micro Machines**
Look, size isn't important here.
TOTAL rating: 92%

GAME BOY

- 1 ★ **Super Mario Land 2**
Mazzer returns.
TOTAL rating: 70%
- 2 ▼ **Super Mario Land**
Oll! Get back up in that top slot!
TOTAL rating: 94%
- 3 ★ **WWF Superstars**
Yawn.
TOTAL rating: 44%
- 4 ▼ **Terminator 2**
Vroom, squelch, dubba dubba, oof!
TOTAL rating: 92%
- 5 ★ **Home Alone 2**
Jeez, your family must hate you, Kev.
TOTAL rating: 57%
- 6 ▲ **Bart Vs The Juggernauts**
What rhymes with Bart?
TOTAL rating: 45%
- 7 ★ **Super Hunchback**
Is it a bird? Is it a plane? Nah.
TOTAL rating: 90%
- 8 ▼ **Bart: Camp Deadly**
This game's no picnic.
TOTAL rating: 92%
- 9 ▼ **Golf**
Erm... Nope. Can't think of a thing to say.
TOTAL rating: 92%
- 10 ★ **Duck Tales**
Are we sitting comfortably?
TOTAL rating: 78%

SNES

- 1 ▲ **Super WWF Wrestlemania**
Whacky Wobbly Fighters?
TOTAL rating: 81%
- 2 ● **Zelda 3 - Link To The Past**
Another magic mission from big Z.
TOTAL rating: 93%
- 3 ★ **Super Kick Off**
Great pass! Fab corner! Ace goal!
TOTAL rating: 49%
- 4 ★ **Super Probotector**
Ooh, this one's got a little star by it.
TOTAL rating: 88%
- 5 ▼ **Street Fighter 2**
We're not having this. Get back up there!
TOTAL rating: 94%
- 6 ▲ **Super Mario World**
Once upon a time, this were free.
TOTAL rating: 98%
- 7 ▲ **Super Soccer**
'Ere we go, 'ere we go... Etc.
TOTAL rating: 80%
- 8 ▲ **Pilotwings**
The sky's the limit.
TOTAL rating: 91%
- 9 ▼ **Joe 'n' Mac**
Unga-bunga. Where's me babe?
TOTAL rating: 91%
- 10 ★ **Super Tennis**
Stawbewwies and cwearn, anyone?
TOTAL rating: 96%

Charts produced by Gallup In association with Penguin. © 1992 ELSA.

THE INDIE CHARTS

Thanks to Whizz Kid for compiling these Indie Charts

Game Boy

- 1 **Super Mario Land 2**
TOTAL rating: 70%
- 2 **WWF Superstars 2**
TOTAL rating: 44%
- 3 **Tom And Jerry**
TOTAL rating: not reviewed
- 4 **Dr Franken**
TOTAL rating: 91%
- 5 **Super Mario Land**
TOTAL rating: 94%
- 6 **Spider-Man 2**
TOTAL rating: 74%
- 7 **Looney Toons**
TOTAL rating: 80%
- 8 **Bart Vs The Juggernauts**
TOTAL rating: 45%
- 9 **Double Dragon III**
TOTAL rating: not reviewed
- 10 **Tiny Toon Adventure**
TOTAL rating: 89%

Super NES

- 1 **Street Fighter 2**
TOTAL rating: 94%
- 2 **Desert Strike**
TOTAL rating: 88%
- 3 **Road Runner**
Not reviewed
- 4 **Mickey Mouse**
TOTAL rating: 81%
- 5 **Another World**
TOTAL rating: 74%
- 6 **Prince Of Persia**
TOTAL rating: 84%
- 7 **Spider-Man**
TOTAL rating: 67%
- 8 **NHLPA Hockey**
TOTAL rating: 91%
- 9 **Bart's Nightmare**
TOTAL rating: 53%
- 10 **Hook**
TOTAL rating: 64%



Street Fighter 2 - still fighting fit.



SML2 may be top, but SML1's better.

Top Ten

This month we've got the Japanese all-format chart. Um, but where are the Sega games?!

- | | |
|---|--|
| 1 Dragon Quest 5
Super Famicom | 5 Bust Play Pro Baseball
Famicom 8-bit |
| 2 Super Mario Kart
Super Famicom | 6 Super Mario World
Super Famicom |
| 3 Street Fighter 2
Super Famicom | 7 Super Double Dragon
Super Famicom |
| 4 Super Mario USA
Famicom 8-bit | 8 Kirby's Dreamland
Game Boy |
|  | 9 Big Battle Strategy
Famicom 8-bit |
| | 10 Ring The Frog's Ball
(Eht) Game Boy |

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simply brilliant!



N-Force

"Action Game of the Year, 1991"
VG&CE, USA



TOTAL! 92%

"The best racing game I've played on the N.E.S."
Total!

"Absolutely amazing!"
Total!



"N.E.S. owners would be mad to miss this!"
Mean Machines

93%
Mean Machines

"It's going to sell out fast. Grab it while it's hot!!"
Game Zone

"The best N.E.S. racer to date!"
The Sun
"Superb playability!"
Mean Machines
"A gem!"
CVG

PLUG THRU



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PREVIEWS

What's in store for your Nintendo over the next year? Well, on these three pages are just a few of the games you can look forward to seeing later on in 1993.

ROBOCOD

For SNES From Ocean
When Spring



Here, James Pond splits in two and takes on two fat ladies. Er, clickety click.



Fish out of water, yes, but fish on a castle? That's a new one on me.



In one section of the game, James Pond gets to ride on top of a speeding toy train. That's a bit chuffing silly, if you ask me.



James Pond first splashed into sight two years ago on the Amiga. Since then he's crossed over to the Mega Drive where he really shined in RoboCod. Although this is essentially just another platform game, it's an absolutely scrummy-looking one which is terrific to play—even on the Mega Drive! As RoboCod, James can stretch his torso up to an



RoboCod's most useful robot attachment is his incredible expanding mldriff. Cor!



On your left, giant lollipops, and up above, giant teddy bears. WEIRD!

immense height to get to out-of-the-way platforms end, just like any good platform hero, he can jump till the see cows come home. The graphics really are wild, and this conversion looks like it's retained all the playability that made Mega Drive RoboCod such a storming success. James is so popular now that there's even a fan club devoted to him!

LETHAL WEAPON

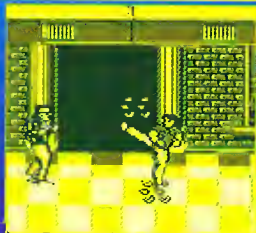
For NES & Game Boy From Ocean When Spring 1993



Lethal Weapon will be making an all-out assault on all three Nintendo machines in 1993, when cops Riggs and Murtaugh can be expected to be fairly lethal and have the



odd weapon or two. The two cops have to solve several different cases, all of which, rather uncannily, are platform shoot 'em, beat 'em, hit 'em anyway you like 'em ups.



Both GB and NES versions have some good-looking graphics and we'll be taking a look at these platformers as soon as possible.

MONSTER IN MY POCKET

For NES From Konami When March



Yes, it's coming at last! On and off more than the Gold Blend couple, but here soon.

OUTLANDER

For SNES From Mindscape When May



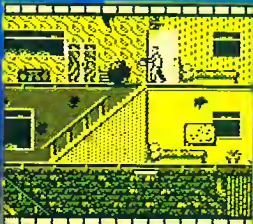
Outlander's set in an apocalyptic future world full of punk gangs, road warriors and lots of other things that look straight out of a Mad Max film. The game consists of two different sections. The first is a driving game with lots of bikers waiting to



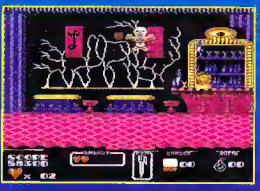
be shunted or shot off of the road. In the second section the player wanders about remote outposts searching for fuel, ammo and food and taking on the punky gang members. Violent? Yes. Nasty? Yep! Best thing since sliced bread? Wait 'n' see.

COOL WORLD

For NES & Game Boy From Ocean When Summer



Well, the incredibly floppy Cool World movie is finally here, so you'll be able to see what all the fuss wasn't about. The story's some-



thing to do with a bloke being lost in a world full of cartoons - Cool World. The game follows much the same storyline, with lots of pretty platform levels making up



Cool World. The games certainly look a lot better than the film, but then, they couldn't be any worse. Expect to see Cool World when the world gets warmer in the summer.

BATMAN RETURNS

For NES From Konami When February



We've had Batman, we've had Batman - Return Of The Joker, and now we've got Batman Returns, the game of the movie.



Full review of this multi-level beat 'em up next ish, and let's hope there are lots of gratuitous Michelle Pfeiffer pics in it.

STRIKE EAGLE

For Game Boy When April
From Microprose



Multi-million dollar warplane meets 8-bit handheld in this new flight sim, out soon.

1993 looks like a busy year for Nintendo. Here's our up-to-the-minute guide to what's out when.

JANUARY

Axeley SNES Konami
Battle Of Olympus
GB Anco
Jimmy Connors' Tennis
SNES Ubi Soft
Parodius GB Konami
Player Manager SNES Anco
Powermonger SNES Anco
Prince Of Persia
SNES Konami
Probotector II NES Konami
Rugby SNES Anco
Splitz GB Anco
Super Parodius
SNES Konami
Top Gun - Guts 'n' Glory
GB Konami

FEBRUARY

Alien 3 SNES Acclaim
Alien 3 NES Acclaim
Alien 3 GB Acclaim
Battleships GB Mindscape
Bucky O'Hare NES Konami
Crash Dummies
NES Acclaim
Crash Dummies
GB Acclaim
Monster In My Pocket
NES Konami
Nemesis 2 GB Konami
Noah's Ark NES Konami
Pirates NES Konami
Populous GB Anco
Prince Of Persia
NES Mindscape
Robin Hood GB Mindscape
Robin Hood NES Mindscape
Speedball 2 GB Mindscape
Track And Field GB Konami
Wing Commander

SNES Mindscape

MARCH

Alfred Chicken
GB Mindscape
Aliens Vs Predator
SNES Activision
BC Kid GB Hudson Soft
Cycle Grand Prix
SNES Hudson Soft
Dirty Racing GB Gremlin
Dropzone NES Mindscape
Dropzone GB Mindscape
Felix The Cat
NES Hudson Soft
Gods SNES Mindscape
Irem Skins Golf
SNES Hudson Soft
Jeep Jamboree GB Gremlin
Mechwarrior
SNES Activision
Nigel Mansell GB Gremlin
Nigel Mansell NES Gremlin
Nigel Mansell
SNES Gremlin
Outlander SNES Mindscape
Populous NES Anco
Super Turrican SNES Anco
Terminator 2 SNES Acclaim
Terminator NES Mindscape
Tiny Toons Adventures
SNES Konami
Tip Off NES Anco

APRIL

4-in-1 Funpack
GB Interplay
Bartman NES Acclaim
Eliminator Boat Duel
Indy Heat SNES Sales Curve
Jimmy Connors' Tennis
GB Ubi Soft

Jimmy Connors' Tennis

NES Ubi Soft
King Arthur's World
SNES Jaleco
Rock 'n' Roll Racing
SNES Interplay
Rodland NES Sales Curve
Rodland GB Sales Curve
Spider-Man 3 GB Acclaim
Super SWIV
SNES Sales Curve
Trodgers NES Sales Curve
SNES Sales Curve

JUNE

Claymates SNES Interplay
Cybernator SNES Konami

AUGUST

Lord Of The Rings
SNES Interplay

SUMMER

(No fixed date yet)
Cool World GB Ocean
Lethal Weapon
GB Ocean

LATE '93

(No fixed date yet)
Terminator
SNES Mindscape
Alfred Chicken
SNES Mindscape
Alfred Chicken
NES Mindscape
Lawnmower Man 2
SNES Sales Curve Mario
education package
NES/SNES Mindscape
Mr Nuts SNES Ocean



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LETTERS!

That grumpy old goat Jarratt attempts once again to cobble together some rational responses to your profound and incisive questions. And once again fails miserably.

WIN! WIN!



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Question Blaster

Dear **TOTAL** team,
Yo, skin little brother! Hi! Firstly, I would like to thank you for the letter on the December issue of **TOTAL** (that's the one I write exclusively for subscribers - Steve). I couldn't bear missing it. Now then, a few suggestions and problems:

1 I think that your Game Boy screenshots are fine in the original colour, and hope you won't keep the idea of putting them in other colours as Alisdair Menzies asked for.



Colours Game Boy shots? We like em! If you don't write in to us!

2 What happened to the readers' pictures page?

3 Would you ever make an appearance on the programmes *Bad Influence* or *GameMaster*?

4 I am one of those who got turned away from the Future Entertainment Show, and I am very disappointed, as many

others were. I am a boy, depressed about not seeing your appearance:

What did you show and do?

5 I've heard about some Game Boycar cases from Nintendo. Is this true?



The all-conquering Lemmings have hit the GB at last!

6 Will you be doing a review of *Alien 3* on the Game Boy and what about *Lemmings*? Will *Alien 3* ever appear on the SNES?

7 Will any of the Mario games (apart from *SML*) ever appear on the Game Boy? If not, why?

8 As I believe, the SNES has a 128K RAM. So what do the K and RAM stand for and mean?

9 In my opinion, your magazine is of an excellent quality and standard - far out of ten.
Lee Chapman, Melton Mowbray

Yo! Loe!

Erm, skin back to ya, er, dude

1 Well, so far you're the only person to say one way or the other. We'll still do the occasional colour one, unless lots of people say otherwise.

2 Much as we like looking at your pictures, we wouldn't sure if everyone else would, so in the end we dropped it in favour of more reviews, letters, etc. If we get any really superb pics we'll still print 'em.

3 I had the pleasure of filming a review slot for *GamesMaster* you'll probably have seen it by the time you read this.

4 The **TOTAL** team answered a 'few questions on Future' mini-stage and I stood right next to 'Harkaw' Jim Duggan with a microphone. Oh, and we said hello to lots of people and signed a few autographs - we're reloid! us.
(Erm, shouldn't that read 'plebs'? - Chris)

5 Eh? You got Game Boy cases with the games, you nit.

6 *Lemmings* makes an appearance this issue, and you should see *GB Alien 3* next month.

Weird Places I've Played My Game Boy

Number 11

NAME Clayton Henry

FROM Woolwich

FAVE GAME Tennis, Navy Seals and Terminator 2

AGE (Just a number!) 32

Win a
GAME BOY
cart!



Clayton Henry is a bit high and mighty, if you ask us! This rather spectacular picture was taken on Victoria Tower (which is even higher than Big Ben) in the Palace Of Westminster. Well done, Clayton - I presume you'll want a platform game as your prize!

Oh! We know you weirdos are out there! Send all those pics of Game Boy-playing antics to: **Weird Places I've Played My Game Boy**, TOTAL, 30 monmouth street, Bath, BA1 2BW. We'll print any really unusual ones and send you a new game for your hand-held!

7 Well, you've now got Super Mario Land 2 (for what it's worth). But I guess we won't be seeing SMB1, 2 or 3.

8 RAM is Random Access Memory. This is the part that the machine can read from and write stuff to as it's doing its thing, and holds the information for things like lives, graphics and sound for that screen, and so on. Games come on ROM chips, which stands for Read Only Memory. The SNES reads the data stored in the chip and puts the stuff it wants to fiddle around with into its RAM.

Memory is measured in bits (0s and 1s), bytes (groups of eight bits) and kilobytes, 'K' (thousands of bytes). Cart memory is also measured in megabits - one megabit is 125K. Confusing, innit?

STEVE

Lapping It Up!

Dear TOTAL,

I'm lying in bed all with my dad's laptop, typing this letter to a most awesome, non-funny, 100% Nintendo mag (of which I have every issue, I might add) with some questions about present and future Nintendo gameplaying.

1 Why haven't Nintendo put a headphones input on their consoles like the Mega Drive has?

2 I own a NES and a Game Boy.

Will there ever be Street Fighter 2 for the NES or maybe even the Game Boy? If the ZX

Spectrum has the capability for it, why shouldn't Nintendo?

3 Will there ever be Street Fighter 3 (or a black belt edition) for the SNES?

4 Will there be a converter so we can play NES games on the SNES or Game Boy on NES?

5 Will Motocross Maniacs be out on the NES?

That's about all I need to know (if you can answer them all). I must stop now because my throat is like sandpaper, my nose is like a constantly dripping tap and my head is like a set of drums being thrashed violently at a heavy metal concert!

Alex Hermon, Bath

Yo! Al,

1 Cos it's a stupid idea. Who on earth wants to sit in front of a TV with earphones on? Anyway, you can feed the signal through your hi-fi and plug earphones into that, if you're really sad.

2 Hmmmm... Good point. I suppose you could do a version for NES and Game Boy (especially a link-up game).



SP2 on GB and NES? Who knows?

3 Dunno.

4 Ah-hah! Watch this space.

5 No - it would have happened by now.

STEVE

Hard 'n' Tough

Dear TOTAL,

First off, congratulations on an excellent magazine. I have read it since issue 1, and although you went through a bit of a slump through the summer, you seem to have pulled your socks up, and here's hoping you can keep this standard up!

Okay, enough brown-nosing. I have some queries and suggestions for you:

1 Could you make the grading of difficulty in a review more clear. I find it hard to compare the likes of 'Tough' and 'Hard'. I appreciate that different games contain 'Difficulty' in different contexts, and that different players have different talents. You could try, though.

2 Do all of the Universal Adaptors for the SNES do the same job, or does any one represent the best buy?

3 Don't you think that £64.99 is a bit steep for a game? (I can remember when Specky games were £8!)

That should be enough to keep you going. If not, hard luck because that's all I can

Steve's Shorties!

'Brevity is the soul of wit' - so cut your long stories short!

Dear TOTAL,

If there is one thing that gets to me, it's people who write in to TOTAL and complain about Sega ads.

I counted the Sega ads in issue 11 and do you know how many FULL pages were devoted to Sega? (Well you probably do, but I'm going to tell you anyway.) ONE! One stinking page out of 130. It's people like William Walsh that really bug me. Tell me this, Willy, does it really take a drunk out of your life? I mean, one page...? Mickey Rudd (13), Middlesbrough

The bad news for Willy is that we'll be having more Sega ads soon. But like you said, it's only an advert and a lot of our readers own Sega already.

STEVE

Dear TOTAL,

I have been saving up for a long time for a Game Boy, but I have heard that Game Boys are going out of fashion. Is this true? And if so, do you think I would be better off saving up for a SNES and which one would you recommend - the SNES with a Nintendo Scope or with Street Fighter 2? Paul Jones, Lowestoft



The not-very-super Scope.

Game Boys going out of fashion? Yeah, just like breathing and Big Macs are! The only thing that's going out of fashion is people who don't own one! There's only one pack to get, and that's SF2 - cos Street Fighter 2 is ace, and the Super Scope is not. STEVE

Dear TOTAL,

I am a proud owner of a SNES and I am totally satisfied with it apart from one thing. It is Mario 4 which came with the pack I bought. It is one of the best games I own, but it annoyed me that it didn't come with a box, so could you please, please tell me where I could get hold of one and for how much?

George Carter, Oxfordshire

Maybe if you wrote and asked Bandai really nicely they'd send you one. The address is Bandai UK Ltd, Unit 15, Farham Heights, Standard Way, Farham, Wokingham RG11 8XT. Alternatively, pop a begging letter in our reader ads. They're on page 86. STEVE

Dear TOTAL,

My daughter desperately wants a SNES, which I am more than willing to buy for her if I really enjoy computer games myself. The main problem is, we will be moving to Portugal for good in August. Can a SNES bought in Britain be used in Portugal? If so, can I buy games for the SNES in Portugal and can I use them on a British SNES? Dino Loureiro, London

► I'm not sure what electricity and TV standards are used in Portugal, but all you need is a Portuguese NES power pack (buy one when you get there) and a SCART lead (as long as you've got a SCART telly). If not, check out a good video game store when you get there.

STEVE

Dear TOTAL,
I looked at the front cover of GamesMaster magazine, and while it displayed the consoles it covered there was no mention of the NES. Why not?
Timothy Allan, Farnham, Surrey

GamesMaster does cover the NES (a bit), but it's primarily a 16-bit console mag. If you want real NES coverage, you know where to come!

STEVE

Dear TOTAL,
Can you please tell me why, in the Game Boy manual, it says (in capital letters) 'Do not use rechargeable batteries', is because Nintendo want us to buy their own battery packs. Please advise!
Talisian Sellyer (12), Dyfed

Well, this has baffled me for ages. I've been using rechargeable batteries for two years with no problems whatsoever. Obviously, you use rechargeables at your own risk, but just make sure you get good-quality ones.

STEVE

Dear TOTAL,
I was reading issue 12 – the December one – and when I came to the reader ads I was very, very disappointed, because I was looking for a pen pal and there was nothing there. Could you help? Could you try and get some pen pal ads, please. I'm sure there's someone out there. Bye!
Raymond Baxter (11), Glasgow

Well? Come on, pen pal people. Get your name in our Reader Ad pages.

STEVE

Dear Steve,
I am writing to ask you how you do those pictures of yourself. I think they are great and would it be possible for you to do one of me? If it is, please let me know and I will send you in a photograph.
Anthony Taylor, Sunderland



Jim in real life and in pixels. An ugly game whichever way you look at him.

We shouldn't give away mag secrets, but they're drawn by a guy called Mike Roberts using an Amiga and Deluxe Paint. He could do one of you, but he'd want lots of money!

STEVE

Dear TOTAL,
I saw Steve's picture in GamesMaster – does this mean he's going to leave TOTAL? Rory Greenwood, Backs.

Naah. I'm just a guest reviewer, helping out with the mag, cos it's so big.

STEVE

Where to go in Mario

Dear TOTAL,

I've just bought a SNES with Super Mario World and about a month ago, I bought Super Play (fine magazine – Steve) and on one of the pages they recommended that everyone goes out and buys TOTAL, so I took their advice, saved up my money and went and bought one of your amazing magazines. But, there was one problem with issue 11 – don't get me wrong, the mag was great, but it only had a player's guide to the last part of Super Mario World and I can't even get past the first part, so could you please send me



all the information and cheats you have for Super Mario World.
Matthew Sevidge, Ross-on-Wye

Sorry, Matt,

We can't really do that (cos then we'd have to do it for everybody), but help is at hand. Just whizz over to the back issues thingummybob on page 103 and get yourself issues 7, 8, 9 and 10. These will give you the full story on how to complete SMW. Or if you have a particular problem, write to Q&A, TOTAL Tactix, 30 Monmouth Street, Bath, Avon BA1 2BW. Okay? **STEVE**

► think of it. It just remains for me to say that I am available for an interview (only kidding!).

O, Edinburgh

P.S. Please forgive the paper, but I am writing this in an exceedingly boring Fluid Mechanics lecture (I am studying Civil Engineering at Napier University by the by.)

1 We do try to give the best indication of how hard a game is, but yeah, we'll try to limit the words used to, say, doddle, easy, average, hard, impossible. Um, or something.

2 Most adaptors are the same, but if you can spare the extra dosh, get the Action Replay – you get full universal adaptability and a cat-hot cheat cart top!

3 Yes, but sadly we can do nothing about it (and you can still get decent 16-bit games on disk under a tenner).



P.S. Well, don't blame us when you flunk out in your runny stuff exam.

STEVE

Elite's no treat?

Dear TOTAL (Steve),
I have a few queries I would like to force upon you.

1 In your review you said that Elite was a really good game and it was also mentioned in the weird games bit of the All-Time Greats feature. Well, my dad went MAD about it, so we went to the local games shop and checked it out. Well, my dad went straight off it – it looked like a pilot sim, one that you would have to sit in front of for hours and really concentrate on.

2 One day my dad bought this mag called TOTAL. We read it from cover to cover and thought it

was great so we started buying every issue of it. My dad also got all the back issues of TOTAL which cost a fortune. Now you're telling us that you're bringing out a Christmas special with all the best reviews in. Was it worth getting all those back issues?

3 In Issue 11, on the contents page there was a Guide To Used Cars pic with 'Oops! Address Book' written over it. I wonder whether you're getting a bit laid back, especially after all this business about WCW stickers?

R J Pilbeam, Isle Of Man

Dear R J,

1 Well, each to his own. I suppose, but I reckon Elite's brilliant! It may look like a hellishly complex flight sim, but the controls are really quite simple and as soon as I got into it I didn't leave my NES for days. Amazing stuff!

2 The TOTAL special is intended as an annual digest of the best of Nintendo (and TOTAL) for the preceding year. However, there's no way we can fit a year's worth of TOTAL into one magazine, so you'll find lots of great stuff in the back issues which isn't in the Special.

3 Actually, that particular cock-up wasn't our fault. We didn't get the picture in time so we had to improvise. Sorry! **STEVE**

Write to us!

Want a question answered? Want to win yourself a portable stereo? Got a burning desire to get your name in print? Then write in to Steve (he's the Editor, you know) at:

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WILL YOU SURVIVE STATESIDE?

The answer's in your hands. If you're up to the challenge, maybe you'll live to fight another day...but be warned, when the action's this fast and furious, only the toughest survive.

STREET GANGS

Yo Dude!! Do YOU have what it takes to mix it good style with the meanest gangland boss around? Choose your weapons - trash cans, worn motor cycle wires, anything that'll cause some serious damage - and pick up extra powers to perfect every lethal combat technique in the book as you knuckle your way through the toughest streets in the world.

Console Countdown Game of the Month: **Game Zone**

STREET GANGS

YOU CAN GET 2 TIMES THE FUN



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ACTION IN NEW YORK

It's the 21st Century and our planet's in BIG trouble. An alien force is poised to blow us all to hell. Now the final showdown is about to begin as part-human part machine warriors battle to save the world. Master the mind blowing weaponry and wipe out the weirdest enemies you've ever laid eyes on. The survival of the world is in your hands! "A very fine shoot 'em up. One of the best I've seen on the NES" **Game Zone**.



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THE TOTAL GUIDE TO... SHOOT 'EM UPS!



Shoot 'em ups are as old as video gaming itself (more or less). Everyone enjoyed playing Pong, but then they realised it wasn't violent which, of course, just isn't good enough. So they changed the opponent's bat into lots of little bats, made the balls into missiles that could inflict damage, and Space Invaders was born!

Taito's classic coin-op was a major breakthrough, but it didn't actually move very much. To add a bit of variety they decided to throw in a landscape that moved from right to left (giving the impression of your ship moving from left to right). Chuck in aliens that came from below as

well as above, and you have Scramble.


Then Defender turned up, giving you the freedom to fly left or right, and releasing aliens that whizzed all over the place.

The shoot 'em up had arrived. And from these humble beginnings it was but a small step towards vertical scrolling (Phoenix – just about), power-ups (Nemesis started it all off) massive end-of-level guardians (R-Type had the first nasty nasties), finally arriving at the eight-way parallax scrolling mega-blasters we all know and love.

The great thing about shooters is that they're so satisfying. There's nothing better than seeing a

huge alien blown to bits by your own skill. There's also a great art to learning shoot 'em ups – hitting the fire-button and hoping is no substitute for hand-eye co-ordination and sheer nerve.

Sadly, many of the blasters available on home consoles are dull or plain crap. Many games have the right ingredients for a great blaster but just don't come up with the goods. The tricky bit is putting the elements together – just showing in a few enemies and power-ups isn't good enough.

Tell you what, let's separate the R-Types from the D-Forces by looking at all the scrolly shooters on Nintendo... 

SHOOTING STARS!

Shoot 'em ups can be found on all three Nintendo machines, but that's not to say they're all fab. In fact, while platform games and puzzlers abound on the beige trio, zapping fans have had to make do with some pretty substandard fare. Here we take a good look at the

most popular shooty games. We're looking for smart, detailed graphics (like big end-of-level monsters), zappy sounds (s'no good if your gun goes 'pew, pew') and plenty of adrenaline-pumping blasting action. These are, after all, shoot 'em ups...

Darius Twin



For SNES From Taite

Jolly two-player laser thrash with big, fishy levels and lots of nice under-water scenery. Very much in the Nemesis vein, except you can't choose your powers and you never lose 'em!

Final rating
62
Percent

Xenon 2



For GB From Mindscape

Plodding vertical scroller with a huge variety of power-ups but wimpy bosses. The game caused a riot on the Amiga but doesn't really slice the condiment on Nintendo's hand-held.

Final rating
69
Percent

Thunder Spirits



For SNES From Toshiba

Japanese conversion of the Mega Drive's Thunderforce 3. Very pretty, but plagued by slow-down and short on new ideas. Average.

Final rating
85
Percent

Super EDF



For SNES From Jaleco

Based on the coin-op, this Japanese scrolly shooter is pretty enough but lacks serious action and has the slow-down blues too.

Final rating
61
Percent

Captain Skyhawk



For NES From Nintendo

Jolly enough vertical scroller, with 3D landscape and docking bits. Looks good, plays okay.

Final rating
83
Percent

Burai Fighter

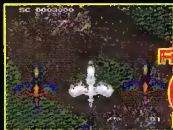


For NES From Nintendo

Mean eight-way scroller with heaps of enemies and unusual bosses. A bit on the merciless side, but nice 'n' busy. One of the better NES shooters.

Final rating
77
Percent

D-Force

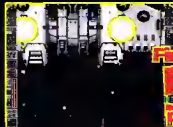


For SNES From Asmik

The blurb promises thousands of colours and special shading FX – so where are they? A gaudy, but playable vertical scroller with weird enemies.

Final rating
67
Percent

Strike Gunner



For SNES From Activision

A vertical scroller just like Super Aleste... Only it's incredibly tedious, drab and painfully dull!

Final rating
51
Percent

Shoot 'em ups: how to spot them

There are a few distinct types of shoot 'em ups. First, you get the classic horizontally or vertically scrolling blasters – just you in a ship, moving over a scrolling background, shooting at the oncoming enemies and avoiding ground features, like mountains (or, like me, just running straight into them). This encompasses brilliant games like Nemesis, R-Type, and Dropzone (and crap games like D-Force).

Then you've got the ones which scroll in several directions, like Burai Fighter or the later stages of

U.N. Squadron and Captain Skyhawk. These are slightly better because you get more freedom of movement: you're not restricted to just sliding along like a train on rails.

Of course, swap the ship for someone (or something) on foot, and the game changes into Protobacter in its various

guises. (You have to watch it, though, cos with human opponents and a bit less hardware you're heading towards Double Dragon – and we all know how crap that is!)

And that's just about where scrolly shooters end and platform shooters begin (which we'll cover in detail in a later issue).



Talespin



For NES From Capcom

Bit odd, this. It's a stroll shooter all right, but the Capcom/Disney game has Baloo the bear blasting in his biplane. You can fly left and right (by flipping the 'plane) and can collect bonuses along the way. But it's very tight, too hard and basically not much fun. Best avoided...

Final rating
69
Percent

Action In New York



For NES

From Infogrames

Not Cagney And Lacey but an every-way scroller with two players on screen. It's let down by infinite continues and only five levels, so it's fairly easy. Good graphics, varied levels and sharp sound, but not especially great.

Final rating
72
Percent

Super Aleste



For SNES From Toho

Yet another great SNES shooter. The main pull of this (descended from a PC Engine game called Gunhed) is that there's never any slow-down - ever! Hundreds of sprites (well, nearly) whizz about the screen and the game keeps on going without breaking into a sweat. Great graphics and 12 frantic levels.

Final rating
85
Percent

Phalanx



For SNES From Kemco

Not much wrong here - on the surface, anyway. Great graphics, loads of power-ups, end-of-level guardians - but nothing new or exciting, and nothing to make you want to play it past level three. Plus you lose power-ups incredibly easily. Bit tedious, really.

Final rating
59
Percent

Types of R-Type



Final rating
86
Percent

R-Type

For NES From Irem

Are we talking classic here or what? R-Type's old, but it still kicks butt. A near-perfect arcade conversion with huge graphics and all the power-ups you want.

Super R-Type

For SNES From Irem

R-Type was famous for its organic graphics and multiple power-ups, and this version does it proud. The great visuals and sound make up for the lack of gameplay, but it's spoiled by slow-down and jerky scrolling.



Final rating
68
Percent

R-Type II

For Game Boy From Irem

Just like the first R-Type - only more so. Smart graphics, great sounds and oodles of big baddies. You'll finish it on your first or second go, though.



Final rating
71
Percent

CLASSIC POWER-UPS!

Power-ups are all the rage these days, but are they any substitute for a decent laser?

- 1 The device which makes your ship's bullets fire diagonally and bounce off things. Useful, but not indispensable.
- 2 The big wiggly laser (as seen in R-Type) which toasts the als (or aliens to give them their full name) with one blast. Nice to have around, but not good for fine blasting.
- 3 Those little guided missiles which whizz about, try to home in on the nearest gook and usually head for your own ship. Clever, but posey.

- 4 The irritating shipette craft which hangs around your craft and which never ever manages to get that alien missile which has just disappeared up your tail-pipe because it's floating uselessly on the wrong side of your ship.
- 5 Smart bomb - a big ultra-weapon which makes the screen shake, the colours flash and all the aliens disappear in puffs of smoke. This is the one you always use up just before the end-of-level boss.

This encompasses titles like Low G Man (hurrah!), Xardion (booh) and Turrican (ho-hum).

We've also got the weird games with shooting in but which aren't exactly shoot 'em ups. Solar Jetman has loads of blasting, but it also mixes in adventuring and puzzling, just to completely confuse the issue.

Then there's Smash TV - a more ferocious blaster you couldn't wish to meet, but it doesn't scroll (so we're not including it).

And finally, there are the garden-based shoot-em-ups. Tragically, no-one's ever realised the potential of this area, so games like Petunia Force

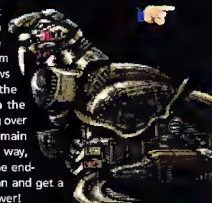
and Bart vs. Jim The Old Lovable But A Bit Crap Really I Don't Actually Know Why We Keep Him After All We Don't Even Have A Garden, haven't yet surfaced. Write to your MP. Then write to Ann Robinson. Then give up and play Gradius instead.

Why don't they...?

Shoot 'em ups have come a long way since Space Invaders and Defender... Well, come to think of it, they haven't really, have they? Enemies, power-ups, bosses, we've seen it all.

Here's our list of things which the designers have failed to include:

- 1 Why don't they put a special mode into shoot 'em ups which allows you to play as the computer, with the computer taking over the role of the main character? That way, you could be the end-of-level guardian and get a taste of real power!



Probotector and friends

Probotector



For NES From Konami

The original coin-op convo. Known as Contra in the arcades, this is a fine foot-slogging shooter with varied levels.

Probotector 2



For NES From Konami

Just like the first one... Only better. Another NES slaughter-fest.

Super Probotector



For SNES From Konami

The SNES version is a rollercoaster ride of Mode 7 bosses, scrolling levels and intense shooty action. Not to be missed!

Probotector



For GB From Konami

The GB gets a slice of the action too. Splendid shooty stuff.

Isolated Warrior



For NES From Vap Inc
Spaceships are for wimps. Here, it's just you (in a heavily armoured suit with masses of fire power) walking along 3D levels, blapping the oncoming aliens. Goodish graphics and massive levels. Try it.

Axelay



For SNES From Konami

A brave attempt at the ultimate shoot 'em up. Stunning 3D perspective levels, but in the end they're no more fun than the sidley bits. Still, a very, very smart shooter.

Raiden Trad



For SNES From Toel
Great on the PC Engine, fab on the Mega Drive, nob on the SNES.

Crippled by slow-down and lacking the finesse, gameplay and oomph of the other versions. Not recommended.

Meet the Gradius family...

Gradius III



For SNES From Konami

Ignore the slow-down and this horizontal scroller is simply superb. Vibrant colours, wild power-ups, furious action and loads of levels.

Super Parodius



For SNES From Konami

A PARODY of GRADIUS. Grad III with jokey spaceships, clown bosses, go-go dancers and pop-classical soundtrack. Crazy, but too easy.

Parodius



For GB From Konami

Incredibly good copy of Parodius for the hand-held. Sadly, suffers the same limited lastability of the SNES version.

Gradius



For NES From Konami

Also called LifeForce in the UK, this game has now been discontinued. Shame, really, cos it's not a bad version of the original Nemesis. Good fun, but still annoying when you lose your power-ups.

2 Why don't they come up with a blaster which gives you two ships to control at once? That would sort the men from the covering, quivering boys (like Jim).

3 Why don't they do a version of, say, R-type where you view the game from inside the cockpit of the R-9 instead of from about three hundred yards away to the right? Imagine the stunning depth-coded 3D graphics. Imagine how slow it would run on the SNES and then forget the idea until the 32-bit CD-ROM comes out.

4 Why don't they allow you to design your own end-of-level guardians (once you've

completed the level, of course) so you could make them easier or harder? And in that case, why not have the opportunity to design your own power-ups? I'd go for the dreaded 'Luminous Pink Paint Sprayer' weapon where your enemies end up a shocking shade of pink and simply die of shame.

5 Why don't they write a shooter where, instead of simply blasting the baddies into oblivion, you invite them round for a chat? You could discuss the error of their ways in open conversation and come to an amicable settlement. Why? Cos it would be nob, that's why.

How to write a shoot 'em up

Okay, so you've got lots of ideas and think you could do better than the likes of Irem and Taito. Here's what you do (sort of)...

1 Come up with an incredibly long and convoluted plot concerning the forces of Wonga battling against the good guys of the planet Thring. Make sure you mention that the fate of the Universe is in the player's hands (just to pile the pressure on). And somewhere near the end of the plot, mention the controls for the game

Blasters from the past!

A quick rundown of those past-master blasters which have contributed to the great shoot 'em up saga.

SPACE INVADERS – The daddy of 'em all. Every shooty game you play today owes a debt to Space Invaders. But where would it all go from here?

SPACE INVADERS pt 2 – This looks just like just Space Invaders, except it's in colour. However, it introduced the concept of hidden bonuses – shooting columns of invaders from the top down rewarded you

with extra points.

GALAXIAS, GALAGA, GALIUS, GALAGA 88 – These are all variations on a theme. Galaxias was the first game in which the alien could kill you by collision as well as bullets. Enemies now looped, dived and swirled, but the gameplay is still essentially Space Invaders.

COSMO GANGS – The end of the Galaxias

line for Nintendo. It's basically Galipus with a cutsey arcade lineage. Super-simplified blasting action and brilliant with it.

GOP – A logical progression from Space Invaders, as it had Space Invaders in it. It consisted of five sub-games joined together, which set the trend for countless multi-section film licences to come. It also featured, as the last sub-game, a single big enemy ship. Which in turn led to...

PHOENIX – The first end-of-level boss. Discounting the Gorf ship, the Phoenix mother ship is the first shoot 'em up boss – a huge ship with a nasty alien in the middle. Phoenix also introduced a shield, probably the first power-up.

XEVIOUS – Although Galaga 88 boasted vertically scrolling sections, it wasn't the first. That honour probably goes to Atari's 1982 Xevious. There's also a long-discontinued NES version.

DEFENDER, STARGATE – These were original in many ways, with a bewildering array of controls, bi-directional scrolling, intelligent aliens and the first offensive super-weapon – the Smart Bomb. (Stargate, the sequel to Defender, is basically the same game but twice as messy.)

SCRAMBLE – The first shoot 'em up with horizontal scrolling. It added the new additive element of I wonder what's coming up next?!

VANGUARD – The next step was to make the scrolling go different ways. Vanguard scrolled horizontally, vertically and even diagonally, and was also notable for simultaneous four-way firing.

ROBOTRON – Another new genre – a viewed-from-above shoot-out with two joysticks, one for

movement, the other for firing. A brilliant system which wasn't seen again until...

SMASH TV – An updated version of Robotron – basically the same game but with '90s-style power-ups and bosses. The SMES and NES versions are simply superb.

GAUNTLET, GAUNTLET II – In many ways, Robotron gave rise to Gauntlet, which introduced multi-player gameplay. NES Gauntlet II is your entry to four-player dungeon-plundering.

NEEMESIS – Probably the best shoot 'em up that's ever been in shoot 'em up history came with Nemesis and the collectable 'power-up'. And the rest is history.

SALAMANDER, VULCAN VENTURE, INTERSTELLAR ASSAULT, GRADIUS III – Nemesis spawned a number of spin-offs, tweaked versions of which are available for Nintendo consoles. Gradius III features an innovative customise-your-weapon system.

PARODUS – Konami took the midway out of these sides with its tongue-in-cheek cutsey version of the hit Nemesis/Gradius series.

Burai Fighter – Pretty much Nemesis, but with multi-directional scrolling.

B.T. T – A very Nemesis-like game too, but with new ideas, most notably the entire level-as-one-ship type of baddy.

ASTEROIDS, ASTEROIDS DELUXE – Asteroids' biggest innovation was Hyperstars, the panic button that warped you into the next level. Apart from the Game Boy version, Asteroids hasn't made a huge impression on the world of Nintendo, except for...

ELITE – From the wireframe graphics to hyper-shooting to spinning around in your blacked-out shooting at the enemy, Elite couldn't have existed without Asteroids.

MOON CRESTA – Moon Cresta borrowed from Galaga 88 the concept of linked ships, where you docked with extra bits for more power. Probably the source for Nemesis' 'Option' power-up, which was an important innovation.

XENON 2 – The link between Xevious and Xenon 2 Wall, they both start with 'Xe', don't they?

ZAXXON – The same as Scramble as heard but bad. It scrolled in a 45-degree, isometric 'into-the-screen' style that wasn't often imitated because it was so distinctive.

CAPTAIN SHYAWK, ISOLATED WARRIOR – These both look like Zaxxon but neither of them are really close to each. Let's hope NES

Super Zaxxon is on the way.

ESCS FROM THE PLANET OF THE ROBOT

MONSTERS – One of the few coin-ups to take Zaxxon's 3D viewpoint. Otherwise, basically Robotron.

AXELAY – The state of the art? It's got Zaxxon-inspired 3D bits, Burai Fighter-esque multi-directional

scrolling, multi-directional firing. The Vanguard weapons and horizontally scrolling sections à la Nemesis, and Xenon-style vertically-scrolling bits. Will anything come along to better it? We'll have to wait and see...

Dropzone



For GB From Mindscape
Dropzone's a shoot 'em up with a history – it first came out on the Commodore 64 years ago and everyone reckoned it was the best game of Defender this side of, er, well Defender really. We'll be taking a good look at the Game Boy version next issue.



For NES From Mindscape
NES Dropzone is brilliant – and all the more so when you know it only takes up 32K! An unashamed rip-off of Defender, this is the original shoot 'em up; fast, frantic and very playable. The best NES shooter to date!

Nemesis I



For NES From Konami
This oldie was the first shoot 'em up to have selectable power-ups. It may be old but this GB version is fun to play and technically accomplished.

Nemesis II



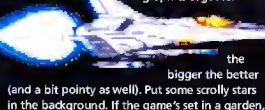
For NES From Konami
Aka Gradius – Interstellar Assault, this is probably the best shoot 'em up on the 'Boy. Great graphics, good tunes and amazing gameplay. Yum!

SPACE INVADERS



so the player has to read through the whole damn thing to find them.

2 Nip down the arcade and see what sort of ship designs are in these days. Nip back home and sling some graphics together –



the bigger the better (and a bit pointy as well). Put some scrolly stars in the background. If the game's set in a garden,

put in some scrolling flowers. Just make sure something's scrolling.

3 Throw in some power-ups. A shield is always nice, a wiggly laser comes in handy, homing missiles go down a storm, and make sure there's a huge smart bomb weapon called 'The Waster' or something like that. Ensure that just before the final guardian of each level, the player dies and loses all his power-ups.

4 Stick in some end-of-level guardians. Make them so huge that the player has two centimetres of screen space to move in. Design the guardian so that it can only be killed by

being hit 43 times on his elbow (which is round the back somewhere).

5 Call the game 'Blastar Force', 'Annihilator' or 'Planet Fall 3'. (And if you're Japanese, call it something like 'Turnyon' and have a picture of a young girl on the box.) Now sit back and wait for the money to come pouring in.

6 Suddenly realise that you've forgotten to put an end-screen in, so that after several hours of battling through the most desperate alien forces in the Universe the poor player is greeted with 'Congratulations.' AAAAAARGH!!



What's that, Steve – if we don't finish the magazine on time, Sega are going to take over the world?

2 SUPER

Wing Commander Learn to fly by the seat of your spacesuit.

NHLPA Ice Hockey It's better than the Mega Drive version. (Nerr-nee-nerr-nee-nerr-nerr-nerr!)

Super Buster Bros. If you think the name's odd, take a look at the game!

Spindizzy Go for a spin with GERALD the gyro.

Super Kick Off This certainly isn't cricket, old chap! Blimey, it looks like those fellows are kicking a bladder around!

Darius Twin Well, it's called twin cos two can play at once. And Darius cos... Um, dunno, really.

SNES Round-up Check out the medley of mediocrity in our sad SNES games summary.

46 Dropzone Yes, it's always good to have a zone where you can drop things

48 Probotector II More aliens to waste in this sequel to the brill blaster.

50 Prince Valiant My name is Prince (dum-de-dum) and I am Valiant...

51 Robin Hood Join Bob Hood and his band of tipsy, er, merry men.

53 Hammerin' Harry Sequel to Nailing Nick and Sawing Sam? Starring Edwood Woodward? No?

54 Super Turrican No, nothing to do with turries or cans – this is actually a platform blaster, and it's huge!

56 NES Round-up Time to crack the whip at some NES titles that are a bit ancient or don't quite hit the mark.

Oh, no! Somebody's turned Andy's brain off (again). How are we going to finish the magazine now?



It's all right, Steve. I'll just flick this switch at the back and, hey presto! Back to normal! Phew!



GAMEBOY

58 R-Type II Yes, R-Type is definitely our type – we think it's ace!

60 McDonald Land 'Do you want fries with that?' 'No, burger off!'

61 Joe 'n' Mac Dinosaurs galore in this prehistoric platformer.

62 Max Ah, yes. Um... This game's called Max and it's on page 62.

63 Bugs Bunny What's up Doc? Nope. I still don't find that funny.

65 Prince Valiant Val brings his bow-and-arrow antics to the GB.

66 Lemmings Death to the little rodents. (Cue evil laugh.)

60 GB Round-up There are plenty of good GB games – but not here!

REVIEWS

This way

WING COMMANDER

For SNES (1 player)

From Mindscape

Price £45

Oh no, it's happened again – the human race is about to be exterminated! But this time the exterminators are a bunch of jumped-up cats called the Kilrathi, who have developed some of the most powerful spaceships in the universe. It's up to you and your mates on the good ship Tiger's Claw to kick Kilrathi butt and show 'em who's boss.

You start as a rookie pilot just doing patrol missions, and the storyline develops depending on how well you do. The routine patrol missions might sound dull, but routine in the Enyo Sector means watching three Kilrathi ships before

breakfast. And just wait till you get onto the later missions – if you thought fighting one of the critters was hard, try tackling three of them in the middle of an asteroid belt. If this game doesn't get your adrenaline pumping, you must be dead already.

When you've played scrolling shoot 'em ups in which you waste hundreds of aliens per level, shooting just three or four enemies per mission might seem pretty boring. But dogfighting in Wing Commander is one of the most exhilarating experiences you can

have with a SNES without getting arrested.

Here's a typical scenario: you're chasing an enemy around the sky. You open fire and score a few good hits. But there's another red blip on the radar and your cockpit glows red as you come under fire. You break left, following your target.

You launch a heat-seeking missile and it whacks him right up the engine. One last hit and he's down. The Kilrathi is in your sights. You shoot and miss. You try to fire again but your guns have overheated. You scream in frustration and there are some tense moments as you wait for them to cool. You're ready for the kill, but where has that other Kilrathi got to?

You have to think fast when you're fighting in Wing Commander – it's frantic action all the way. There's no way you can work out a set method for each mission like in an ordinary shoot 'em up – you live and die by your own dogfighting skill. The other pilots give you advice on how to handle the different Terran craft, and how to attack the different Kilrathi ships, but it's up to you to learn how to fly and fight.

At the start it's easy to get killed (almost too easy, in

'Ullio, darling – yes, you up there on the other page! I'm a Wing Commander, me! Do you fancy a smooch down the officer's mess?

WINGS
Fantastic 3D action – you have to use your brain as well as your fire-button finger. Great graphics and sounds

DINGS
Maybe too tough at the start. It's no frenzied blaster – the 3D action can become a little repetitive

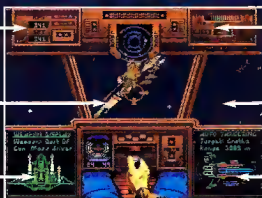
A view from the bridge

Get to know your cockpit and you stand a much better chance of survival.

This shows your current speed and the thrust setting.

A heavy Kilrathi fighter. Kill it now, or be killed yourself.

Your ship's weapons and damage status is on the left screen.



Check here to make sure you've got enough fuel.

Keep the windscreen clean or you'll never kill anything.

The scan shows the target. It glows red when damaged.



Getting off to a flying start

Wing Commander is just like being in a movie – you get full briefings before you actually take to the air...



1 Fell asleep during the briefing and you'll be in big, big trouble. (Not to say dead.)



2 Climb into your well-armed fighter and get ready for some steaming action.



3 In the launch tunnel you're about to experience the full force of your thrusters.



4 It's not long before you meet an enemy ship. Open fire with all guns blazing.

COMMANDER



Talk to SHOTGLASS.

Chat to the pilots in the bar to get some useful tips. Shotgun, the barman, makes a mean Astro Guzzler milkshake...

No you're not. I've seen you hanging round the docking bay with a mop. Why don't you push off and stick your head up an exhaust port. Git.



fact). It takes a while before you get the hang of the controls, but the game's so exciting that as soon as you're dead you'll be hammering at the start button, to get straight back into the action.

It's tough going at first, but at least that means that you'll be playing and enjoying Wing Commander for a hell of a long time. There are 32 missions altogether, and although theoretically you only have to get through 16 to reach the end, unless you've been successful enough in the missions you've played you won't get a good game



Oh, you long-haired Yeti, what are you doing in my bed? Clear off! Oh sorry Angel, didn't recognise you. Move over, will you?

ending. This means that you can play through it again in order to experience a different set of missions, and with luck get a better ending.

Wing Commander is a beautifully crafted game. The story development and the scenes on board the Tiger's Claw may seem redundant, but they make it all seem so much more real. The music blends seamlessly with the action, the graphics are gorgeous, and the 3D combat is incredibly exciting. A brilliant game from start to finish.

ANDY

TOTAL!

TOTAL! TEK-SPEX

Game	Wing Commander
Levels	32 missions
Difficulty	Tough
Continues	Infinite
Release date	March



Take good care of your wingmen and they'll take good care of you. Here, Spirit takes out one of the Kilrathi swine.

WING COMMANDER

Looks

■ Excellent effects, gorgeous enemy ships, fantastic explosions and great link screens

Sounds

■ The pulsating soundtrack changes depending on how you're performing

Gameplay

■ Brilliant 3D dogfights and incredibly tense combat, although it can get repetitive

Life span

■ With 32 missions and several routes through the game, it's got mileage



A storming game, with stunning graphics, great sound and, most importantly, utterly thrilling combat. An incredible experience!

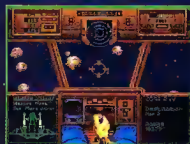
Final rating
89
Percent

Playing on the wing – shooting and scoring!

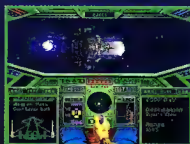
... The only trouble is, you can't just blast your way through each mission – you have to perform well enough to get a good finish.



5 Got one of the suckers. (Now that's what I call an explosion!) Come on, then!



6 Oh no, that's just what I didn't need – a massive Kilrathi minefield. Help!



7 Get through successfully and it's back to the Tiger's Claw for a hero's welcome.



8 In the debriefing you're told how you did. Hmm, not bad, I s'pose...



Aah, the options screen. Do I pick Buffalo?



Nah, Chicago look a much meaner bunch.

NEW HOCKEY

Getting creamed on the ice...

There are loads of vicious fouls just waiting to be committed in NHLPA.



After a foul the two teams have a face off. Or is it a bully off? A push off? A f... (Yes, that's quite enough, Chris - Steve)

Well, I have to admit that I've never played ice hockey in my life. The closest I ever got was slipping around the edge of the local ice rink clutching the wall and pathetically pulling myself around the rink. But after playing NHLPA Hockey I can't wait to get back on the ice and try out some new moves.

The game is from the same company which made John Madden '93, but unlike Madden there's no insanely complex set of rules to learn first. With ice hockey it's simple - all you have to do is hit the puck in the other side's goal. And take out as many of the opposition as you can on the way.

NHLPA is endorsed by the National Hockey

NHLPA KEY

For SNES (1-2 players)

League Players Association, which means it's got all the teams and players from the North American leagues. All the statistical stuff may be very clever, but NHLPA Hockey really gets impressive when you hit the ice. There's no other way to put it: I just love playing this game. You really do feel as though you're swishing across the ice, and the control method is excellent. Once you get used to the way the skaters move, it's possible to swoop past defenders, skid



Commit any penalty and a box will pop up in the corner with a close-up of the ref telling you what you did wrong. Neat, huh?

PUCKS

A great-playing sim which is easy to learn and even fabber with two players

SUCKS

The players could move and look a bit better, but it's only a minor gripe

From Electronic Arts

Price £45

to a halt, quickly change direction and flip a shot into the net. Aah, if only it were that easy.

Y'see, there are six crazed maniacs on the other team who want to stop you, and if there's one thing NHLPA has in abundance, it's ways of stopping people. You can slash them with your stick, hit 'em with a bodycheck, crush 'em against the barriers, trip 'em up or just have an old-fashioned punch-up. Get caught committing a foul, though, and your player will be sent off for two minutes and the other side will have a power-play (ie. more players than you).

All this makes NHLPA really fun to play, but if it's realism you're after, just switch on the penalty rules—offsides, icing, roughing, for real pros there are line changes. Use these and you can bring on your best line-ups for scoring, defending and powerplays.

I very much doubt whether you'll find a better sports sim than this—especially a two-player one. It's got tons of great features, lots of different teams, and is a whole bundle of fun to play. Don't miss it.

CHRIS



Bet you can't do that again!

NHLPA has a superb replay function so that you can watch your best bits again.



1 The guy in the tasteful green uniform has skilfully placed three burly defenders between himself and the goal. Not a chance of a goal? Well...



2 ... He slides through a gap between two of the defenders, draws the goalkeeper over to the left and shoots under his legs into the net. GOOOOAAAAL!



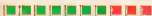
Hitting the opposition is fun, but get caught and it's two minutes in the sin bin for you.

TOTAL! TEK-SPEX

Game	NHLPA Hockey
Levels	None
Difficulty	Average
Continues	Save game
Release date	Out now

NHLPA HOCKEY

Looks



■ A nice-looking ice rink, but the actual players could be a bit prettier

Sounds



■ Swishy skating FX, a couple of grunts and some of that tedious organ music

Gameplay



■ Forget the cosmetics, this game is terrific and full of playability

Life span



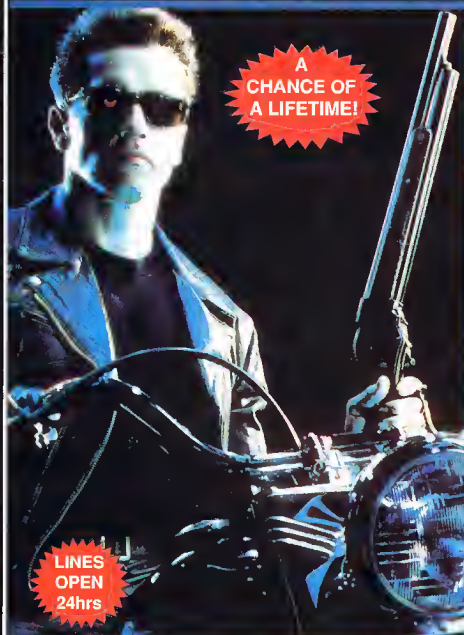
■ One player mode has loads of teams and options. Two players will never get bored



This is a wonderful ice hockey sim that is simple to learn, feels realistic, plays well and is just superb for one or two players. I love it!

Final rating
91
Percent

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A - BODY BUILDING B - DARTS C - GOLF

Q2 What was Arnold Schwarzenegger's last film release?
A - CONAN THE BARBARIAN B - COMMANDO C - TERMINATOR 2

Q3 Who played Arnold Schwarzenegger's twin brother in the film Twins?
A - GAZZA B - ROLF HARRIS C - DANNY DEVITO

Q4 In the film Total Recall what planet did Arnold Schwarzenegger liberate?
A - THE MOON B - THE SUN C - MARS

Q5 In the film Terminator what role did Arnold Schwarzenegger play?
A - POLICEMAN
B - TRAFFIC WARDEN
C - TERMINATOR

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Price £45

The idea of Super Buster Bros is to whip floating bubbles. Every time you hit a bubble it breaks into two smaller ones, and if you hit one of those it breaks into four still smaller ones, and these you can burst. You have to burst all the bubbles on each screen without

TROUBLES
A bit repetitive, and it's miles too easy on all but the hardest level. And there's no two-player game

To compensate for this, you get two different games – the ordinary coin-op game is represented in Tour Mode, where you travel the world negotiating various platform structures through 50 levels, but you also get a totally new game called Panic Mode, which doesn't feature any platforms at all. In Panic Mode it's just you and 99 levels of bubbles in one continuous onslaught, and it is, indeed, seriously panic-stricken stuff.



Fun though the game is for a while, it doesn't really cut it as a coin-op conversion or as a SNES game in its own right. The missing two-player mode makes the whole thing ultimately pointless and unsatisfying, and while Panic Mode is good for a quick pick-it-up-and-have-a-blast-for-five-minutes, it doesn't make it worth 45 quid. **JAMES**

Game Levels	Super Buster Bros
Difficulty	4
Continues	Hard
Release date	Save game
		Out now

There's no excuse at all for the missing two-player game. Without it, **Super Buster Bros** doesn't come near to justifying the price tag.



Final rating
57
Percent

SPINDIZZY

WORLDS

For SNES (1 player)

From Activision

Price £43

This is a game with real pedigree. It first made an appearance in 1986 as Spindizzy on the Commodore 64 and the Spectrum, and at the time it was yet another clone of arcade hit Marble Madness. And now it's on the SNES as Spindizzy Worlds.

Just like Marble Madness and the first Spindizzy, the action takes place on an isometric 3D landscape (just have a gander at the screenshots if you don't know what isometric means). You have to control GERALD (Geographic Environmental Reconnaissance And Landmapping Device), a pecu-

liar craft which looks and acts like a spinning top, in order to perform your task of task of mapping out all the Spindizzy Worlds. (This doesn't mean you have to actually take a pencil and paper and scribble maps down as you go – all you really have to do is finish every level, the same as in most games.)

Piloting the wobbly GERALD around the narrow, sloping platforms isn't easy. GERALD moves like any other spinnny object – a gyroscope, for example, or James late on a Saturday

night. This means you've got to cope with things like friction and inertia, which makes the game tougher and more playable than the average arcade game.

With a load of tricky problems to solve chucked in as well for good measure, Spindizzy Worlds can get very hard. Doors, switches, lifts, ramps and baddies have to be tripped, leaped, opened or avoided to get through each Spindizzy World.

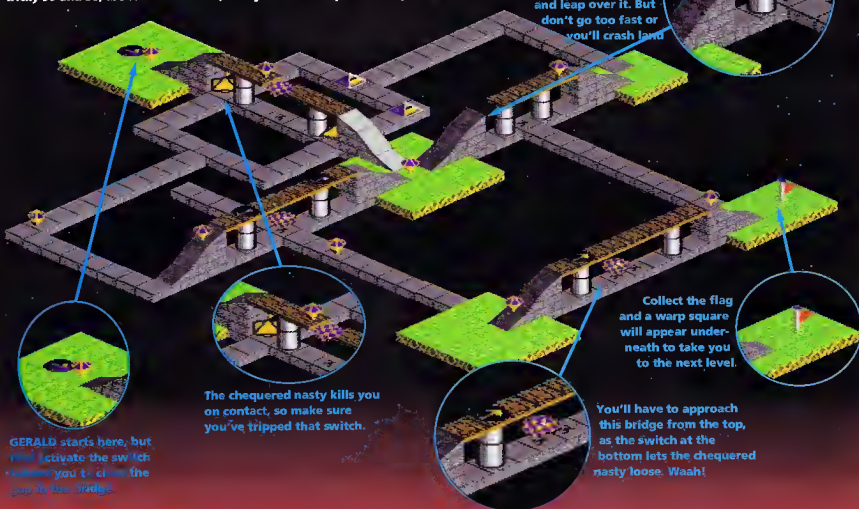
There are loads of worlds to

SPINNERS
Lots of variety on all the levels. Tricky but rewarding gameplay. Pretty-looking graphics

SINNERS
GERALD's gyrations may be a bit difficult for some gamers to get to grips with

All around the whirled...

Some of the Spindizzy Worlds are simple arcade dashabouts but others, like this tricky so-and-so, are full of switches, shifty nasties and precarious platforms.



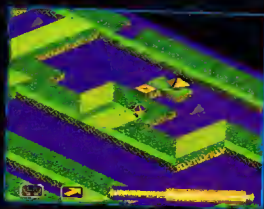
There's no switch to fill in this gap – you'll have to take a run up and leap over it. But don't go too fast or you'll crash land

Collect the flag and a warp square will appear underneath to take you to the next level.

You'll have to approach this bridge from the top, as the switch at the bottom lets the chequered nasty loose. Waaah!

The chequered nasty kills you on contact, so make sure you've tripped that switch.

GERALD starts here, but first activate the switch nearest you to cross the gap to this bridge.



In this watery world, not only are platforms really fiddly and tough to stay on, but the water's full of deadly sharks too.

TOTAL! TEK-SPEX

Game	Spindizzy
Levels	27 worlds
Difficulty	Hard
Continues	Passwords
Release date	Out now

complete, each with several levels, and each offering a different type of challenge.

Spindizzy Worlds is a great game with some very pretty, if basic, graphics and tons of playability. The controls take some getting used to, but soon you'll be hooked. If you're after a challenge that's got arcade bits, brainy bits and lots of other bits too, Spindizzy Worlds has it all.

CHRIS

TOTAL!



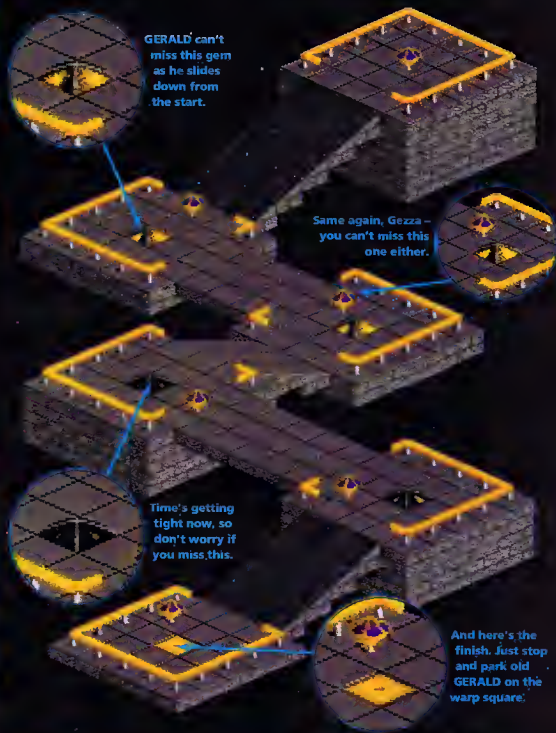
This is probably my fave Spindizzy Worlds level - it's just like the 3D Pacman game, Pacmania, with ghosts, pills 'n' everything.



If GERALD goes off the edge he'll get... (text is partially obscured)

Taking GERALD for a spin...

This level's a race against the clock - grab as many gems as you can and hotfoot it to the finish.



GERALD can't miss this gem as he slides down from the start.

Same again, Gezza - you can't miss this one either.

Time's getting tight now, so don't worry if you miss this.

And here's the finish. Just stop and park old GERALD on the warp square.

SPINDIZZY

Looks

■ Clear, colourful and crisp, but not really that impressive for the SNES

Sounds

■ Lots of good tunes for each new world and good effects too - lovely stuff!

Gameplay

■ Superb arcade game that's got puzzles, races, mazes - the lot. Fab!

Life span

■ The levels get tough quickly but passwords and restarts make things easier

A wonderful arcade game that plays so many different ways that it's got something for everyone. And it's a great challenge, too

Final rating
91
Percent



KICK OFF



Kick Off certainly excels in options. These let you do things like precise ball control, free kicks and penalty shootouts.

Football may well be a funny old game, but even so you'd be hard pushed to find a 'funnier' football game than this. The control method is the funniest thing about it – gone is the usual Velcro ball/boot arrangement in favour of a ball that doesn't stick to your feet at all. More realistic it may be, but, as Amiga owners found out two years ago, it also means grasping a whole new method of control. Once you've got that sorted out, you've got to decide whether you prefer things that way or not (most people don't).

Kicking the ball in the desired direction takes a bit of getting used to, but you'll get the hang of it with practice (and the after touch is lovely). The real snag on the control side is dribbling. You have to keep your player constantly behind the ball, but the control pad just won't respond fast



'Well, Jimmy, it was a 50/50 ball, and it's a game of two halves and at the end of the day the led done well.' Er...

SCORES
It's fast, it's wild and there are loads of exotic options for you to play around with. The battery back-up replay feature is a bonus

BONDS
Er, but it's too fast and too wild. The gameplay is too fluky, control is too cumbersome, and the computer goals are virtually infallible

enough to allow you to do that. There are also too few sprites on screen at one time, so for the most part you just pass the ball in the general direction of where you hope one of your players is. Sometimes the ball can be booted right off the screen because the scrolling can't even keep up!

There may be hundreds of options to set, including one to turn the game speed down, but gameplay is what it's all about, and gameplay is what Kick Off is lacking. Sure, it can be fun, but the question is, wouldn't you be better off going for Super Soccer instead?

Well, the answer is yes. **STEVE**

TOTAL!

I was never a great fan of Kick Off and this isn't a great version anyway. If you love footie you might enjoy this, but Super Soccer's still my fave

Hooyay! An Overhead scanner. This would come in rather handy, except that you never get any time to look at it.

For SNES (1-2 players)

From Anco

Price £45

Looks

■ Sufficient, but not very realistic. Makes no use of the SNES's superior hardware

Sounds

■ An annoying tune, a 'phutt' when you kick the ball, and one crap crowd sample

Gameplay

■ The computer is far too good. Playing a human opponent is more fun, though

Life span

■ If you play with a friend you'll tend to overlook the game's defects

Final rating
49
Percent



It's a goal! (But you're playing in the blue – Chris.) Yes, but I've selected the special 'let your editor win or you're secked' option.



Foul! (These seem to occur whenever you use a sliding tackle, halting the game for over 30 seconds each time.)

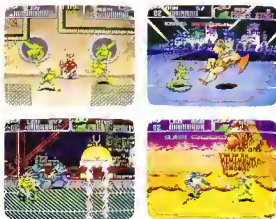
TOTAL! TEK-SPEX

Game Levels	Kick Off
Difficulty	Er, one
Continues	Medium/Hard
Release date	Save goals
	Out now

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You want big bosses? Well DT's got 'em! Shoot this crabby-lobster thing in the shell, unless you want a nasty case of the tentacles.

**Price £45****For SNES (1-2 players)**

DT's a bit fishy, but at least you get some decent firepower.

Anyone remember that weird widescreen scrolly shooter in the arcades? You know, it was all done with mirrors and there were three screens, and... Yes, well this is the non-widescreen homey version.

Darius Twin is another one of those Japanese games that Super Famicom owners have been able to play for the last two years on import. Now it's seeing the light of day as an 'official' release. The game retains the decidedly amphibious feel of the original visuals and the simultaneous



For a bit of (much needed) variety, this level scrolls diagonally with some impressive parallax. Shame it's a bit tedious, then.

DARIUS TWIN

Only Child than a Darius Twin, because things get so confusing with two well-armed fighters on-screen that you always get much further on your own!

It's a strange shooter, cos it's sort of fun and sort of dull at the same time. The bosses are mean, there's loads of action and it's a stiff challenge. Easy.

When it's busy and there's lots of enemies,

variety goes to is far no light

The two-player mode saves it from a kicking but with Super Aleste and Super Parodius knocking about, I'd advise you to get the DT's only if you're suffering from severe shoot 'em up withdrawal. **STEVE**

TOTAL!**TOTAL! TEK-SPEX**

Game	Darius Twin
Levels	12
Difficulty	Average
Continues	None
Release date	March

DARIUS TWIN

Looks



■ Occasionally very pretty, with some neat fishy enemies! Minimal slow-down

Sound



■ Tunes are catchy but there aren't enough of them. Standard blasting FX

Gameplay



■ **Disable brain, engage fire-button-pressing finger, and observe the carnage**

Life span



■ **Challenging, compulsive, and good fun with a partner. But it won't last...**

Frantic two-player thrash, but if you ignore the pretty scenery and meaty bosses, it's a bit average. S'all right, but there are better shooters around

Final rating

62

Percent

SNES ROUND-UP

Got a SNES? Want some brilliant games with addictive gameplay, lush graphics and a lasting challenge? Well, never mind - here's SNES Round-up.



Waste time washing and conditioning? Take two bottles into the shower? I just want to Wash And Go (and smash someone's face in with my incredibly shiny, great-looking and manageable red hair).

POWER ATHLETE

For SNES
From Kaneco
Price £45

Street Fighter 2's sold thousands of SNESes (despite that rubbishy ad with the fist coming through the wall), given me blisters on my thumb and inspired a load of games which are trying to jump on the fistcuffs bandwagon. The latest SF2 rip-off from Japan is Power Athlete, and what a pile of old cack it is too.

It's got a few fighters to choose from, each possessing one punch, one kick and one tatty spedal move. True, some of the moves change a bit depending on where your foe is,

but the whole thing's an uncontrollable mess of a game. Poor graphics, animation and speech don't help.

There's no fun to be had here at all. It's just random button-pushing and I can't believe it took more than 20 minutes to cobble together. It's awful, it's pitiful and it's a good bet as the worst SNES game yet. **CHRIS**

POWER ATHLETE

Looks ■■■■■■■■■■
 ■ Naff characters, really bad animation and some crude parallax scrolling

Sounds ■■■■■■■■■■
 ■ The game's so bad I can't recall what it sounded like. Bet it was crap, though

Gameplay ■■■■■■■■■■
 ■ The cart will make a useful Ice Hockey puck. Or a nice brooch. Or fly away

Life span ■■■■■■■■■■
 ■ A minute to open, a minute to learn, two hours to take it to the shops

Final rating
28
Percent



Look, this game's awful. Take a look at NHLPA Hockey instead.



I'm no expert but it looks like this poor dinosaur only has two legs and they're in a funny position. No wonder they died out.

CHUCK ROCK

For SNES
From Sony Imagesoft
Price £45

Anyone remember Captain Caveman? No? Well, don't worry - it was a rubbishy old cartoon. Anyway, Captain Caveman used to say 'Ungabunga' and that's just what Chuck says in this game. Exciting, eh?

Chuck Rock was a big hit on the Mega Drive, but it's an incredibly basic platform game with very few bad guys in. And it's slow. It's not slow because of bad programming, it's because Chuck's meant to be a lumbering caveman, so he can only plod about the screen in a thick,

Neanderthal sort of way.

It's a very pretty game - the cartoon graphics of dinosaurs and the prehistoric landscapes are all really impressive - but it doesn't matter cos the gameplay's so simplistic. All Chuck has to do is trot along, hitting dinosaurs and picking up the odd rock and throwing it at something. It's far too boring to splash out on - leave it to the Mug-O-Drivers. **CHRIS**

CHUCK ROCK

Looks ■■■■■■■■■■
 ■ Colourful, well-animated and funny cartoon graphics, but they're too slow

Sounds ■■■■■■■■■■
 ■ Good effects, the tunes aren't bad and I love that 'Ungabunga'

Gameplay ■■■■■■■■■■
 ■ A boring platformer. It's too basic and doesn't have enough going on

Life span ■■■■■■■■■■
 ■ There's a decent number of levels, but they're too dull to last you very long

Final rating
61
Percent



Hmm, Chuck's turned to stone below the waist. Evolution, eh?

DRAKKHEN

This game is a role-player in which you control a group of four characters on a quest to save the universe from the four dragon kings. All the characters have different abilities and can collect loads of items along the way to help them in their quest.

Most of the puzzles in Drakkhen are pretty straightforward – you find a key and, wouldn't you know it, the next thing you find is a locked door in which you can use it. Pretty handy, I'm sure you'll agree.

It all plays very methodically and there's precious little in the game that will surprise you. There's virtually no room to deviate from the plot and the actual gameplay is dull. Only the later parts of the game have any meat, but you'd have to be a die-hard, dyed-in-the-wool adventurer to play through that far. **JAMES**



Role-playing games were never like this in the old days. Erm, actually they were. A party of blokeys tramping about some dank castle, trading hit points with a monster and looking for treasure. Hmm.

For SNES
From Infogrames
Price £45

DRAKKHEN

- Looks** [Progress bar]
- Nice 3D landscape but the rest of the graphics don't do the SNES justice
- Sounds** [Progress bar]
- As with the graphics, the sounds are limited and really belong on an Atari ST
- Gameplay** [Progress bar]
- Methodical role-player with a dull control system. For fans only
- Life span** [Progress bar]
- It'll take a while to play through, but most of the puzzles are too obvious

Final rating
64
Percent

JAMES BOND JUNIOR

For SNES
From THQ
Price £45



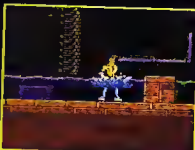
This game features just you against the evil warlords of SCUM, Dr Derange and Maximillion Cortex. Hmm. Now, that sounds to me like a pretty dumb storyline, but I can forgive even the dumbest storyline if there's a decent game to go with it.

Sadly, James Bond Junior hasn't got any decent gameplay to make up for the lousy plot. In fact, the plot is probably better than the game-

play, that's how bad it is. The game alternates between a dull shoot 'em up with poor graphics and a dull platform game with poor graphics. Okay, they're not the worst sub-games in existence but they're not a much fun to play. The shoot 'em up scenes are all difficult to control and

the platform levels are very basic.

So there you have it. This is an average shooter that just manages to scroll from left to right and throw a few baddies on, together with a cheesy selection of platforms. Do you want it? Or would you rather I shut your hand in a heavy door? **CHRIS**



'Ooops. I'm sorry, I just couldn't keep it in any longer. Very sorry.'



I ask you, what's a lighthouse doing in the middle of a desert?

JAMES BOND Jr

- Looks** [Progress bar]
- The shoot 'em up bits look years out of date, as do the cruddy platforms
- Sounds** [Progress bar]
- The effects do their job and the tune is James Bond. Well, vaguely
- Gameplay** [Progress bar]
- The shooty sections are unfairly tough but who cares? It's no fun anyway
- Life span** [Progress bar]
- If you like it (and you'd be the only one) it'll probably take a while to finish

Final rating
42
Percent

SUPER BATTLETANK

For SNES
From Absolute Entertainment
Price £40

Only two years after Desert Storm and the SNES has its second Gulf War game – Super Battletank (Desert Strike was reviewed last month).

You drive an M1A1 tank around the desert, taking on enemy tanks, helicopters, missile sites and other military target-type things. You've got a tiny viewscreen enabling you

to see out of your tank, but you'll spend most of the time using the map to get about, as you can also drive around on the map screen. Once you reach a target, all you have to do is move your gunsight and blow the target away.

This is all very simple stuff.



Ooh, it's all dark in this tank. And that man's looking at me.

When you're into the action, the whole game plays like the antique arcade game Battlezone, first seen in 1979. While it's fun for five minutes, there's no way you could find £45's worth of game here – it gets repetitive very quickly and it's way too basic. **STEVE**



Hit the button, quick, or you'll get some very unfriendly fire!

BATTLETANK

- Looks** [Progress bar]
- Digitised tanks, choppers and trucks look like the real thing
- Sounds** [Progress bar]
- Lovely sampled FX for your weapons and some good, war movie-style music
- Gameplay** [Progress bar]
- Just shifting your gunsight about isn't enough to get you all fired up
- Life span** [Progress bar]
- The later missions are tough but it's too simple for any long-term interest

Final rating
50
Percent

Danger zone...

Dropzone is set on Io, the orange moon of Jupiter, where your small, blue mining workers are constantly attacked by disgruntled Jovian creatures. Here's a quick guide to the nastier elements you'll encounter...

SPORE - Fairly harmless until shot, whereupon they release four trailers which are dangerous.

TRAILERS - Stay at the top of the screen, flipping from side to side and firing like crazy!

DROPZONE

For NES (1 player)

From Mindscape

Price £25

When I heard about this NES game, I was gobsmacked. I first got into computer gaming when I bought a C64 yonks ago, and one of the best blasters I had for the machine was Dropzone, written by some guy called Archer Madean. So you can imagine my surprise at playing a pixel-perfect version on the NES - a full eight years later (and, sadly, I'm just as crap now as I was then).

The game's a blatant rip-off of the Williams' coin-op, Defender, but was a rip-

roaring success and is still the favourite game of many an old blasting freak. You're in control of a little spaceman chappie with a hover-pack. You

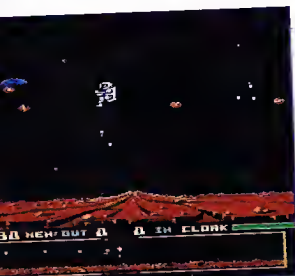
burn across a moonscape (which loops around so you can't fly off the edge) and must collect your little blue chums, returning them to the dropzone. You can only carry one at a time and so you have to criss-cross the landscape ferrying blueys to safety.

ZONES
Quite simply the most frantic mega-blast on the NES! Simple gameplay so it's ideal for a swift pick up 'n' play

'Course, the surrounding space is full of marauding aliens of varying sorts and nastiness, from lightning clouds to kamikaze alien craft. Your defence consists of a forward-firing laser, a couple of screen-clearing smart bombs, a device which makes you temporarily invincible - and sheer nerve!

TOTAL! TEK-SPEX

Game.....	Dropzone
Levels.....	99
Difficulty.....	Hard
Continuous.....	None
Release date.....	February

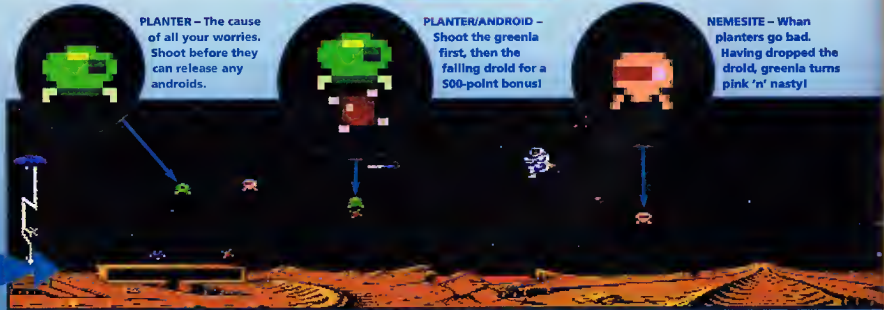


If all your men are destroyed, the moon grows unstable and its volcanoes become active, throwing out molten magma. Panic!

PLANTER - The cause of all your worries. Shoot before they can release any androids.

PLANTER/ANDROID - Shoot the greenla first, then the falling droid for a 500-point bonus!

NEMESITE - When planters go bad. Having dropped the droid, greenla turns pink 'n' nasty!



MEN – You only get eight men and it's your task to ferry them to the Dropzone – the cross-shaped station below.

ANDROID – Dropped by fighters, these roll into your men and kill them. If there's one on the ground, get down and blast it (being careful not to shoot any men).

NES TACTIC

Macleaning up the 'Zone

Who better to provide you with some playing tips than the author himself – take it away, Archer Maclean...

- Don't thrust too much – use short, controlled bursts. And use your scanner to avoid running straight into baddies.
- Androids will actually invade the moonbase to kill men. This invasion can be prevented by

either saving all eight men or by always carrying the last man about with you.

- If the moon goes volcanic, hover between the Ionian sea (pink lava lake) and the smallest volcano, where the flying magma can't reach you. All anti-matter nodules eventually bounce towards you so you can complete the wave.
- Get yourself a decent, tactile joystick! (TOTAL recommends the Konix Speedking.)

The key to success is in keeping as many of your cyan chums alive as possible. If you let the baddies kill 'em all (or you've been a bit too zealous with the fire button), the planet surface turns red and volcanic – usually with fatal consequences!

This is definitely one of the toughest shooters on the NES. But not due to stupid amounts of aliens, or pixel-perfect jumps or any flaws in the programming. It's just *hard* – and when you die it's only because you were outwitted by the enemy or were just plain crap: you only ever have yourself to blame.

And that's all you need to know. It's very fast, very playable, very addictive and almost certain to cause you varying amounts of grief, dependant upon how naff you are at killing things. **STEVE**

DRONES
Not the most scenic or sonic of games. If chasing high-scores isn't your thing, then you may be disappointed

Name dropping

Dropzone is a product of the fevered imagination of Archer Maclean (right), the man who was also responsible for such classics as International Karate, Jimmy White Snooker, and Archer Maclean Pool.



Dropzone is a tiny game – with less than 10,000 lines of code it fits onto a 32K ROM chip – which helps to keep the price down. Archer is one of the few programmers to strike it big (due also in part to his financial wizardry). He has several cars, including a Ferrari and a Porsche, plus a whopping great house in Warwickshire (which he owns).

DROPZONE

Looks

- Basic, but it all moves so smoothly. Tiny, well-defined aliens explode really well!

Sounds

- No in-game music but the arcade-style spot effects are very cleverly used

Gameplay

- Fast and frantic. A real test of reflexes, hand-eye co-ordination and nerve!

Life span

- You'll only play a few games on the trot, but you'll be back time 'n' time again



It won't appeal to everyone, but this blaster has more action than a Gladiators season ticket and moves better than Madonna on skates!

Final rating
90
Percent

NMEYE – Take too long over a level, and this saucer comes whizzing on. Wasta 'im pronto!

BLUNDER STRDM – Easily avoided, but shoot 'em now before they get a chance to zap you.

CLOAKING DEVICE – Not a baddie, but an invisiblity glamo which shields you from harm (while it lasts).

Shoot that gun ahead,
before it shoots you. Oh,
and look out behind you!

These guns pop up out
of the ground. They're
not very nice at all.

You can't just duck the
bullets from these - you
have to jump over them.



No, no, no, don't shoot straight up like
that! They're in front of you - look. Good
grief, some killing machine you are.



Oh no, the level two boss! It's clearly a
Mark II heavily armoured mobila electricity
sub-station (currently on test in the
Birmingham area, apparently).



Thank God you don't get spiders like this in
your bathtub! The level three boss stomps
around a lot, but keep pumping him full of
plasma and he'll soon fall apart.

PROBOT

For NES (1-2 players)

From Konami

Price £45



Great. Bottomless chasm, narrow bridge,
anamy gun emplacements, another sixteen
pairs of socks for Christmas... Blinkin' great.

Uh, I don't like the look of this.
'Come along, Mr Robot-person, you did
volunteer to take on these vicious alien
forces, after all.'
'Yes, but why isn't this helicopter landing? Why
have I got to slide down this rope? Why are
you flying away as soon as you've
dropped me off?'
'Standard procedure, Mr.
Mechanoid. Off you go,
then!' (Kick.)

Hmm... Let's head right.
Ah. Enemy number one
appears straight away. A two-
legged mechanical green thing. Bang! -
you're dead! That was eas... Clank! (Sound of face-
plate hitting pavement.) Oh, so they come up from
behind as well? Right, we'll be ready next time.
Off we go, then. Ooh, let's shoot that oval thing up

TOTAL! TEK-SPEX	
Game	Protobector II
Levels	6
Difficulty	Hard
Continues	2
Release date	Out now

there. Great, a weapons upgrade. Now your single-
shot gun becomes an automatic. Ha! - now those
aliens have no chan... Clank! (Sound of titanium
torso hitting ground.) Hmm, didn't see that baddie
up there. Still, we'll know next time... Clank!

And this is only the first level! The green bipeds
are easy to kill, even though they do swarm all
over the place. More problematic are the guys
who hang from the scenery shooting down at you,
as well as the pop-up gun emplacements, the
grenades, the enemies lurking in dug-outs... Plus
the sheer weight of numbers you're up against.

And when you do eventually make it to the
end of level one you have to face a
giant helicopter. When you've
taken out its four guns you
have to hit the thing in a
certain spot about a million
times to destroy it, while it
disgorges dozens of those two-
legged freaks. It's enough to give
you nightmares.

The perspective changes dramatically for level
two. Now you view the action from above. You're
up against all manner of heavy artillery here, but
if you keep your head it's all beatable. If anything,
level two is slightly easier than level one. In fact, it's

BLASTERS
It looks terrific and moves
beautifully, it is incredibly hard.
but it's fair too. The action
is non-stop

Oh no, giant pop-up mortars! Get in under their fire to shoot them.

Don't be scared of having a dip in the water - you can duck under the surface and hide from nasty bullets.

Look, never mind the ones behind us, we gotta MOVE! Berk.

PROBATOR II

probably no more difficult than scaling the north face of the Eiger on a bicycle.

Level three? Ha ha. Ho ho. You're heading through a jungle filled with things that leap out of the trees, things that poke up through the ground, things that come up behind you... Don't ask!

Mind you, it's all a bit easier in two-player mode. The numbers and locations of the baddies are the same, but you've got twice the firepower. The problem is that the screen's so full of bullets, aliens and explosions that it can get hard to work out what's happening. But then, war's like that.

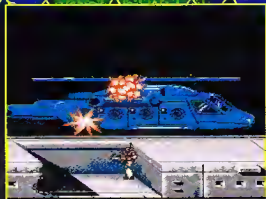
And this is a war, make no mistake. Probator II is no dweeby, limp-wristed kids' game - it's a mean shoot 'em up. And yet, even though you keep pegging it at the same place every single time you play, you still keep coming back for more!

Maybe it's because Probator II plays superbly. The controls are easy to learn and really responsive, the collision-detection is spot-on and there are no unavoidable deaths.

Probator II is a classy game. It's tough as hell, but fair with it. It'll take you ages to finish, but you'll love every minute. Superb.

STEVE

TOTAL!



Here's the level one boss. He only goes down after soaking up about 40 million rounds.

BLISTERS
Take just one hit and you lose any spanky weapons you may have. Two-player mode takes the sting out

PROBATOR II

Looks

■ The sprites are small but they're detailed, and the backgrounds are great

Sounds

■ A decent rock soundtrack, but what you mostly hear is things blowing up. Brill!

Gameplay

■ It's standard shoot 'em up stuff, but you won't see it done much better than this

Life span

■ Most players will be in the old folks' home before they master this one

Wow, this game is HARD!
But it still keeps you coming back for more, time and time again. A superb shoot 'em up - thoroughly recommended

NES

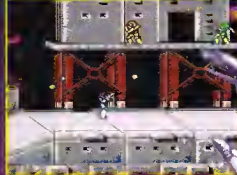
Rolling and strolling...

Different parts of the game need different tactics to get through them.

TACTIC



1 Surrounded? Well, even with aliens closing in on both sides, a nifty back-flip can get you out of trouble. You can even manoeuvre in mid-air!



2 Don't worry about those guys on the platforms who shoot down at you. Just keep walking and you'll get them before they get you.

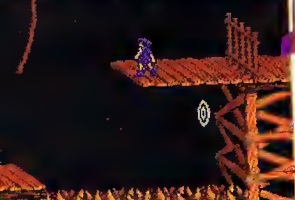


PRINCE VALIANT

For NES (1 player)

From Ocean

Price £35



'My name is Prince, and I am funky! An' if I fall off this bridge, I'll end up chunky.' Mr Valiant shows off his lack of lyrical skill.



Poor old PV falls for the old 'massive square hole dug in the ground' trick. 'What,' you may be thinking, 'a total plonker.'



Having battled through fatal forests and across demon-infested waters, Princey dies at the hands of a small, unrealistic dragon.

Poor Prince Valiant must be a very unpopular bloke. Throughout his adventure he doesn't meet anyone who says 'Morning, Val' or 'Yo! Val-baby, how's it hanging, man?' No, instead he has to fight his way through level after level full of knife-wielding thieves, spear-throwing murderers, and a



Humph! I've run out of arrows. (Oops! And I'm talking all over Andy's wibble!) g bats. It like a sophisticated Pitfall (an ancient computer game). Then, on level two, it turns into a sort of medieval Operation Wolf, only to be replaced by another platform game in level three, except this time it's got

PRINCES
Variety of game styles keeps your interest up. The graphics are simple, but the animation is nice. Feels like a classic

puzzle elements thrown in for good measure. And on it goes. All sounds rather jolly, doesn't it? And it is for a while. All the game's rope-swinging and pit-avoiding malarkey really makes it feel like the classic games I used to play when I were a lad.

However, as well as being quite good fun in a nostalgic sort of way, there are also some aspects which make it really annoying. The controls, for example, are a mite awkward, not for any immediately obvious reason, but awkward they are nonetheless. And this makes accurate manoeuvring something of a chore. If the game itself was technically accomplished you'd ignore this problem, but when the game is already a bit primitive anyway, it becomes less acceptable.

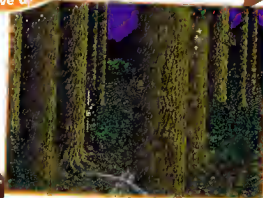
Despite being mildly engaging for a while,

WINCES
Really rather primitive in terms of both looks and gameplay. The awkward controls eventually make you want to give up

Prince Valiant ultimately turns out to be a bit of a disappointment. The plain truth is that it's pretty basic stuff which doesn't really push the NES to its limits in any area. A few years ago this wouldn't have mattered, but in these days of 16-bit wizardry, when the NES has

got so much competition, you at least want something from your eight-bit console which makes you cry: 'Wow, I didn't know they could do that on the NES!' Instead, you'll just be saying: 'Oh look, another one of these.'

TOTAL!
ANDY



Prince Valiant turns Operation Wolf in the side-scrolly shooty section. This bit is, at least, slightly more inventive than normal.

Looks

Some lovely animation, but it doesn't make up for the overall visual crudeness

Sounds

A nice medieval soundtrack, and the FX are okay too. Nothing special, though

Gameplay

Fairly playable at first, but ultimately it's simplistic and very annoying

Life span

If you persevere and break the irritation barrier, you'll probably finish it in days

Initially it feels rather nice to play, but you'll soon get over the quaintness of it all and simply end up feeling disappointed

Final rating
59
Percent



TOTAL!

TEK-SPEX

Game Prince Valiant
Levels 6
Difficulty Hard
Continues One
Release date February

ROBIN HOOD

Bleugh! You couldn't hit the broad side of a barn!



PRINCE OF THIEVES

For NES (1 player)

From Virgin

Price £40

Typical, isn't it? Off you go to fight in the Crusades for King and country and the next thing you know you're banged up in an Arab clink watching your pal Peter get tortured. Well, that's the scenario in *Robin Hood*, anyway.

However, your luck starts to turn. It just so happens that there's a sword at the back of your cell, and you can use it to skewer the guard. Oh, and there's also a key in the cell so you can escape. Oh, and in the next cell there's a guy called Azeem who tells you the way out. Oh, and he's hidden another key...

But what's this? A muscle-bound guard with a hatchet blocking your path! A quick duel – thrust, parry, thrust parry, that kind of thing – and he's dead. You can now go down the secret passageway to the catacombs. Escape from these and...

... It's ten months later and we've arrived in good old Blighty (think we took a bit of a short-cut with the plot there). Now you're back in Sherwood Forest, and it's time to go hunting the evil Sheriff, who's been up to all sorts of anti-social

things while you were on your hols... Er, Crusades. Your next job is to bumble about the forest slashing old Notty's henchmen, collecting arrows, eating food, making pals and trying not to get killed.

Robin finally reaches his pa's castle, only to find that the old man has been strung up by the portcullis (ouch!) and Duncan, his faithful servant, has had his eyes poked out. Ulp. This is starting to get a bit unpleasant. Anyway, to cut a long story short, Robin has to rescue Maid Marion, defeat the Sheriff of Nottingham, find Duncan a damned good optician and live happily ever after.

Robyn Hood – Prince Of Thieves is quite entertaining, if a bit humourless. The scenery is nice, but the sprites are prone to flicker and there's some very dodgy gameplay (like being able to fight a prison guard on the other side of a locked door!). It looks

TOTAL!**TOTAL! TEK-SPEX**

Gameplay	80	Robin Hood
Graphics	75	Easy
Sound	75	Two
Continues	75	February
Release date	75	

Robin gets on the wrong side of the prison guard when, disappointed with the evening meal, he throws a tantrum on the table.

An aerial photograph of a traditional tiled roof, likely made of terracotta. The roof is covered in a grid of reddish-brown tiles. In the center of the roof, there is a large, white, cylindrical object, possibly a water storage container or a chimney. The roof is surrounded by a decorative border made of small, light-colored stones or tiles. The overall scene is captured from a high angle, showing the entire roof and its surroundings.

An aerial photograph of a pond with a stone bridge crossing it. The pond is surrounded by dense green trees and bushes. Several small, light-colored flowers are visible in the water near the bridge.

ROBIN HOOD

Looks

■ It's all quite pretty, but there are far too many flickers and graphical glitches

Sounds

■ In-game tunes and sound effects are okay, but they're not exactly great

Gameplay

■ **Fancy dialogue boxes and icons disguise a rather routine explore 'em up**

Life span

■ It'll hold your interest longer than the film did, but not much longer

Looks at first like a complex RPG, but is in fact an arcade explore 'em up with some minor puzzles and some major sprite flicker. Distinctly average

Final rating
63
Percent

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OVERHAULED MAN: PARANOIA: ROCK ON: SPACE
HARRIER: TATSUNOKO FIGHTER: VIGILANTE,
ANY GAME CARTRIDGE FROM LIST OF OVER 40
USA GAMES,

COLECO VISION:

ANY EXTRA GAME CARTRIDGE, 2600 I. ANY
EXTRA GAME CARTRIDGE OR PADDOLES OR
DELUXE JOYSTICK,

INTELLIVISION:

ANY EXTRA GAME CARTRIDGE, 7800 I. RAPID
FIRE JOYSTICK,

GAME BOY:

ANY GAME CARTRIDGE FROM LIST OF OVER 60
USA GAMES

ANY GAME CARD FROM CHOICE OF OVER 150

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HAMMERIN' HARRY

For **NES (1 player)**

From **Irem**

Price **£35**

Tum-te-tum-te-tum... Ah, there's nothing like a nice stroll down the street to fetch the morning paper, is there? Oh, who's this coming? Hmm, a rough-looking young fellow in a skateboarding outfit. **SMACK!** – right between the eyes with your 5lb sledgehammer! Tum-te-tum-te-tum... Aha, a chap coming out of a restaurant. **BAM!** – a hefty swipe to the left ear sorts him out. Tum-te-tum-te-tum... 'Morning, Mr. Telephone Engineer.' **BOOM!** A well-judged hammer-blow to the hooter sends him flying. Tum-te-tum-te-tum...

This Hammerin' Harry bloke is a bit of a menace to society, to put it frankly. In any civilised country

TOTAL! TEK-SPEX	
Game	Hammerin' Harry
Levels	4+
Difficulty	Easy
Continues	Infinite
Release date	Out now



Flying earthmovers dropping firecreackers – whatever next? Just whack it in the propshaft with yer mallet and it's history.

These ladder-climbing robot marauders have got no chance at all against a man with a weapon as big as that.

the rozzers would have turned up by now and carted him off to the nick pretty sharpish for being a totally mad, psychotic loonnie. But this isn't a civilised country. You see, the 'Rusty Nailers', a vicious gang of, er, gangsters, have turned the city into a den of vice, and this Harry fellah is apparently the only one who can put things right.

Luckily, Harry is armed with this monster mallet, which he can use to swipe his enemies with. And pretty effective it is too. You can't swap it for any other woodworking implements, but you can get power-ups which increase its destructive power still further.

Hammerin' Harry follows an age-old game format – it's a left-to-right sideways scroller with a few platforms thrown in for good measure and some big but distinctly blousy end-of-level bosses. Hammer them into oblivion and you can treat yourself to a

WAILS
Frustrating until you crack it – and then it's too easy. Too little game here for your money



You smack those gulls with your hammer if you like, but they'll keep pecking till you wipha out the boss on the next screen.



Mind those manhole covers! It's bad enough crawling through horrid sewers, without facing fearsome flying... Er, fings,

short bonus stage.

And that's about all there is to the game, really. Hammerin' Harry is nice to look at, easy to play and pretty good fun in small doses. The BIG problem with it, though, is that it's just far too easy. You'll finish it before too long, and once you've done that there's nothing to make you particularly want to play it again.

TOTAL!
CHRIS

HAMMERIN' HARRY

Looks

Big, bold sprites, cartoony backgrounds, and some nicely animated characters

Sounds

Don't you just love those jolly soundtracks... Well, no. Turn it off, turn it off!

Gameplay

Everyone loves scrolly platform games, so Harry can't go too far wrong

Life span

Only dweebdoms with fingers like a bunch of sausages could fail to finish this

Hammerin' Harry doesn't exactly push back the frontiers of gaming. It look good and plays well, but it's much too easy and won't last very long



TURRICAN



On the left we have three bats about to make straight for Turrlican's bonce, and on the right a huge smart bomb. Byee, bats.



Ugh! Turrlican's gone a funny colour. I told him he should have avoided that lobster bisque pâté with aubergine mayonnaise.



Turrlican is 'blessed' with the rather unique (if a little crap) ability to turn into a gyro-scope and go safely across any nasty bits.

For NES (1 player)

Turrlican's a bit of an old fogey now. It first saw the light of day on the Amiga two years ago and has been doing the rounds on other machines ever since. As a game it's nothing new – loads and loads of platforms, lots of marauding nasties, a good variety of power-ups, and two well 'ard weapons built into the robot suit which you start the game off with.

Apart from the standard blasting formula, the first thing you notice about Turrlican is how big it is. The levels are huge and, unlike

From Imagineer

other platform blasters, you get the choice of more than one route through the thing – there are lots of little caves and other bits to be explored, as well as bonuses to sidetrack you.

Turrlican's controls for jumping, shooting and using your different weapons are easy, and the basic gameplay is good, but it's let down by a few niggly mistakes. In most games, if you take one hit you die. However, in Turrlican you've got an energy bar that slowly goes down with each hit you take, and without staring constantly at the energy meter it's impossible to

Price £42

guess how close to death you are. So you'll be trotting along though a level thinking you're doing really well and suddenly, VOOM! – back to the start of the level. Yep, no restart points either, folks, and with levels as big as these that's very annoying.

The other problem with Turrlican is that it's a little on the boring side. Now, we're not talking Marks And Spencer zip-front cardigans here, but it is definitely a bit dull. The levels may be big but they're very repetitive and you only get a few baddies on

TURRICANS

Loads of different power-ups to collect and the freedom to explore add variety to the game

WORRYCANS

The levels are a bit big and boring – in fact, none of the game really feels very exciting. No restarts

Up the gunners – it's Turrlican's arsenal!

Turrlican's so hard he's got more guns than, erm, somebody who's only got four guns...



The spray gun is the best thing for general mayhem-making.



Hold down fire and this fabbo directable lighting flash appears.



Don't touch the huge blobby laser gun – it's a right pile of old cack.



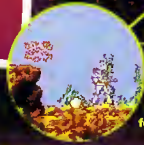
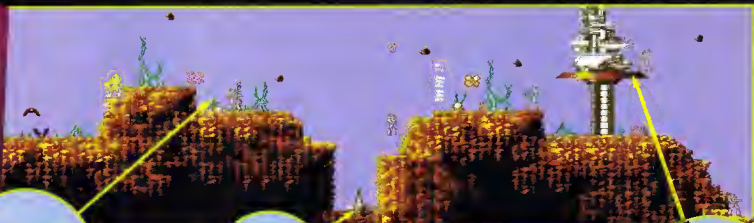
Don't fancy yours much – this is the nobby laser you start with.



Turrican can fire a flash of lightning to wipe out everyone around.

It's the Grand Turri-canyon!

The levels in Turrican are HUGE – here's just a tiny segment of the first level...



There's no real way to avoid the meteorites, so just peg it as fast as you can.



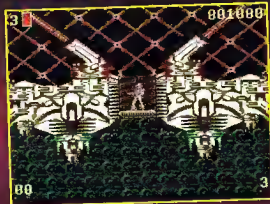
Spikes are nasty. Reelly nasty. Miss your footing here and voilà – you end up with Turrican kebabs.



This massive tower that Turrican's perching on doesn't do anything in the game. Sheme, eh?



Somewhere in the middle of level two, Turrican faces the dreaded big red nasty, who's such a sofite he buys it after one hit.



Arriving at the ellen base, Turrican stays for a while and admires the Thergs' tasteful green flock wallpaper.

each one. The novelty of making detours to exploring extra caves and rooms wears off when you realise that there are only a couple of bonuses down there and they're not worth the hassle. So you end up simply hacking through each level by the shortest possible route.

Turrican ain't bad but it's no Probotector 2 – just flick to page 48 to see what an NES platform blaster can do. If you really like the Turrican games this is a good version – it plays just like the original but comes with all its warts intact too.

TOTAL!
CHRIS

TOTAL! TEK-S	
Game	Turrican
Levels	5
Difficulty	Average
Continues	3
Release date	Out now

TURRICAN

Looks

■ The levels are big but fairly empty. What is there is nice, though

Sounds

■ The gun effects ain't great and the music isn't too stunning either

Gameplay

■ Platforms, guns, nasties – the same old stuff, only a tad more boring than usual

Life span

■ It's dull, but big levels, no restarts and only three continues will keep you going

NES
TACTIC

Shhhh... It's a secret!

This game's full of hidden goodies. Just like these ones:



From the start of the first level, go left and end up all the cliffs. When you reach the end, jump up and five gems appear.



Still on the first level, jump down the second waterfall and move right as you fall to find a couple of hidden caverns.

A very average platform blasting game. It's not bad for the occasional zapping sesh but is too big and sprawling to be a real winner

Final rating
77
Percent

NES ROUND-UP

Well, there's no accounting for taste. Even if these NES games are a bit lacking in the playability department, they may do something for you.



Hmm... Either I'm above the clouds or I'm flying incredibly low over Antarctica. Anyway, I'm ready to rip and have two bogeys on my radar (how can you tell when the screen's green? - Steve).

TOP GUN

For NES
From Konami
Price £45

Wahay! Top Gun - this is the biz. If I play it long enough maybe Vicky will mistake me for Tom Cruise (her heart-throb) and give me a quick smooch. TWWACK! Ow, sorry Vicky. Top Gun's an old game but we've never reviewed it so we thought we'd take a quick shuft. It's a combat flight game, but don't expect a techy simulator with flaps and multiple bogeys - it's really quite simplistic. Once you're up in the air the enemy aircraft swoop by you and all you have to do is twiddle the

controls a little to get them into the gunsight. Later missions involve blowing up enemy aircraft carriers, fortresses and satellite bases but they all play the same. You don't really control where you're flying - you only shift about a bit making sure your shots are on target. Refuelling and landing bits add some variety.

While Top Gun's a fun blast, it hasn't got any lasting pull. If you're after a proper flight sim there's nothing here for you. **STEVE**

TOP GUN

Looks

■ Lots of clouds and some fast moving fighters but little sensation of flight

Sounds

■ There are some swishy wind effects and a few decent gunfire sounds

Gameplay

■ It's a fun little shoot 'em up but it's no flight sim and it's all too simple

Life span

■ There are only four missions so I don't reckon it'll last that long

Final rating
69
Percent



Once you've wasted a squadron of enemy fighters, you can go and crash into the carrier.



Nothing about tales or spinning, really. This latest Disney game from Capcom is about Baloo flying a plane. And it's ruddy awful!

TALESPIN

For NES
From Capcom
Price £45

Talespin is the latest in a long line of Disney cartoons (and games) that update Walt's original characters. Chip 'n' Dale and Duck Tales were both great cartoons and made pretty good NES games. Talespin's not a bad 'toon either, so it is going to be a great game too?

Sadly, no. You'd think a game based on Baloo's flying circus would be good, but all we've got here is a very slow-moving and unfairly tough shoot 'em up.

As you'd expect from a Disney

game, the graphics are very cute 'n' colourful. Unfortunately, the gameplay just doesn't match up to it. Baloo's plane moves far too slowly and it's impossible to dodge most of the bad guys and their bullets.

There are power-ups to speed your gun up, but it doesn't make much difference - it's all still fiddly and frustrating. Too many unfair deaths and a rubbishy plane make Talespin a real let-down, as it could have been a scorcher. **CHRIS**

TALESPIN

Looks

■ Lovely-looking levels and characters straight out of cartoon-land

Sounds

■ Excellent tunes for every screen and level. Good spot effects too

Gameplay

■ Doesn't come close to the presentation. Annoying and not fun enough

Life span

■ With a couple of continues and pretty later levels you'll probably keep going

Final rating
59
Percent



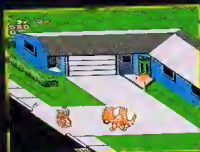
It's the strange croissant-riding duck bonus section. Crazy, man.

PAPERBOY 2

Hey, I'll tell you what. If anyone's thinking about getting this game, just give the cash you would have spent to me instead. I'll rent you my rusty bike, give you a sackful of old TOTALs and send you off to Mr McNobby's house to face his killer Jack Russell, Widgey, and his collection of mantraps cunningly disguised as letterboxes.

Okay, so maybe I'm being a bit harsh on the game - Paperboy 2 isn't as bad as doing a real paper round, but it sure comes in a close second. The whole game is seen from a perspective which is so terrible that you can't tell what the hell is going on, and as if that wasn't enough, your paperboy is a pretty uncontrollable twonk as well.

Basically, you have to BMX your way along different roads, throwing



What on earth is that big pink car doing to that man? Looks a bit suspect to me - just ignore it and ride past as quick as you can.

papers into mailboxes and dodging all the nasties that the street can chuck at you. You have to avoid lawnmowers, mad dogs, blimms, and even fire-spitting gargoyles outside the haunted house.

It's really all very average stuff, and although I can't put my finger on what precisely is wrong with it, what I do know is that Paperboy 2 is no fun at all.

STEVE



Look, maybe if you concentrated on your paper round, you might not wobble all over the place.



The intro screen from a much more interesting game.

For NES
From Mindscape
Price £40

PAPERBOY 2

Looks

■ The street looks okay, but there are only a few enemies and they're rubbish

Sounds

■ The worst collection of notes pretending to be a tune I've ever heard

Gameplay

■ The basic idea is a no fun, and poor programming hasn't helped it at all

Life span

■ There aren't many streets to deliver to - it's all very samey

Final rating
50
Percent

DOUBLE DRAGON II The Revenge

For NES
From Acclaim
Price £40

You'll know just why this is called The Revenge after your first game. You'll want to rush down to the shop where you bought it and take revenge on the nasty so-and-so who sold it to you. It really is dull - so dull that we've only just got round to reviewing it. Don't be fooled by the martial arts theme - this game is no Street Fighter 2. It's



With a quick blast of his Reverso-Gun gun, Billy Lee foils yet another attacker.

not even a Street Fighter. It's not even a Street. In fact, it's not even a Str or a St... (All right, Chris - Steve.)

The game is based on an old coin-op and it still has the same features - walk across the screen having fights with the odd bad guy then go on to



Erm... With a blast of his, um, erm... No, sorry. I've lost it. It's Double Dragon and it's dull.

the next bit. Despite a big baddie at the end of each level, and the odd thing to pick up, it's very repetitive.

The game looks okay, but without gameplay to back it up not even the most punch-drunk beat 'em up fan would enjoy this.

CHRIS

DOUBLE DRAGON II

Looks

■ Nice enough backgrounds, and the odd impressive backdrop, but that's it

Sounds

■ Average noises for the punches and some incredibly cheesy music

Gameplay

■ Dull fighting stuff where you have to do a push one button a lot to win

Life span

■ There are nine levels to get through but they're all as bad as each other

Final rating
43
Percent

RAD GRAVITY

For NES
From Activision
Price £35

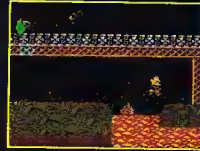
Here's another oldie that we haven't looked at before. Rad Gravity is a space adventurer on a mission to re-unite the nine planets of the, er, United Planets. Our man Rad has to travel across the cosmos, battle through platform levels (sometimes upside-down) full of evil monsters, find teleport stations, pick up weapons and locate the three 'Unification Compuminds' to fulfil his quest.

At first play, Rad Gravity looks



Rad plans his next move from the comfort of his space ship. Hey, like crazy chair, man...

rather nob - the platform action is pretty standard stuff. But stick with it and you soon become submerged in a vast adventure featuring big, varied levels, lots of strange places to visit and a passcode save game for when tea-time interrupts.



Later on, some bearded blokes nick Rad's computer, so he gives chase across a lava landscape.

The mission is also interrupted by other sub-missions (like rescuing your ship's computer!) and you never really know what's coming up next.

Rad Gravity is no classic, but there are plenty of worse NES titles to blow your wad on.

STEVE

RAD GRAVITY

Looks

■ A bit drab, but the backgrounds get better as you move through the game

Sounds

■ Music is horribly reminiscent of Dynatron City; i.e. crap. FX are better

Gameplay

■ Intriguing platformer with heaps of variety and a large dose of weirdness

Life span

■ Good difficulty curve, passcodes and the promise of interesting stuff to come

Final rating
74
Percent



So you thought you'd destroyed the Bydo Empire, did you? Yeah, me too. Well, apparently not, cos the squelchy slime-bags are back to cause more trouble for the Terran fleet. Er... Which is you. Again.

There's not much to say about R-Type II except that it's just like R-Type I, with new graphics and an extra difficulty level. If you've finished that game (or have SNES Super R-Type) you won't find much to interest you here, so you may as well turn the page...

Still with me? Well, for everyone who's been in

suspended animation since the ice age, R-Type II is the archetypal shoot 'em up

BOSSES
Very smart version of R-Type II, with brilliant graphics and earfuls of action. Restart points and continues ensure good progress when you first play

– power-ups, right-to-left scrolling, alien creatures, weird scenery, and end-of-level bosses. In short, everything you've come to expect from a shooter.

It does have a few innovations, such as the 'hold down the fire button to

R-TYPE II

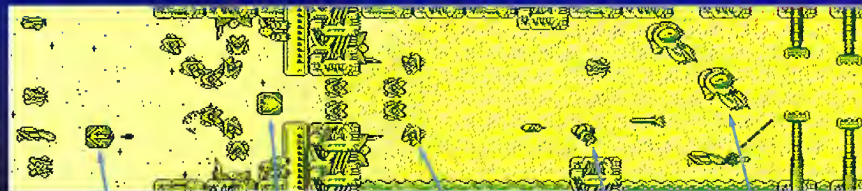
For Game Boy (1 player)

From Irem

Price £25 (only available from Woolworths)

Sequel shootin' – kicking Bydo butt on level 1

Strap yourselves in for a guided tour of the first level of R-Type II...



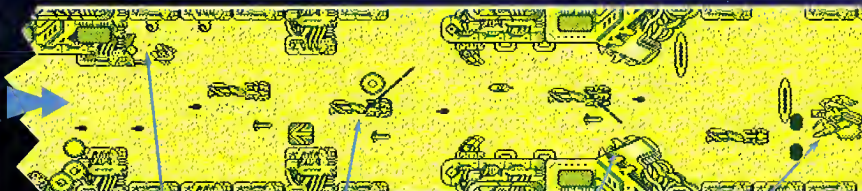
One of the many icons you can collect to boost your power. This one's lasers (I think).

And this one's 'go faster'. Yes, I'm sure of this one.

Watch out, cos loads of allans cos spewing out of the scenery just about here.

Shoot mister podule here for more power-uppiness.

Beware of these missile firers that leap up out of the water



Another allan-spewer and a few ceiling-mounted turrets. Nothing too deadly.

Ern sorry, but there's not much going on here. Still, I'm fully armed and ready for anything

These domes release missile launchers. Sadly, I've destroyed most of the launchers and both domes. Sorry.

Power up your laser, ready to waste this nasty bloke here.

build up an extra-large laser beam, but you won't be awe-struck at the range of new ideas.

Technically, R-Type II is even more impressive than the original, with parallax scrolling, big sprites and oodles of baddies. However, the gameplay is showing its age now. The power-ups aren't as potent as, say, Nemesis II, and one alien bullet can still reduce your R-9 from death-dealing battlecruiser to Citroën 2CV with 'Save The Alien' window sticker.

But the worst thing about R-Type II is that it's not very challenging: the levels are more a test of memory than reflexes. I breezed the whole game on 'easy' level, and nearly did the same on 'normal'. With infinite continues (and patience) you'll soon do the same to 'hard' level too. If you're a die-hard blasting freak you'll get a kick out of R-Type II... Er, but not for very long.

STEVE

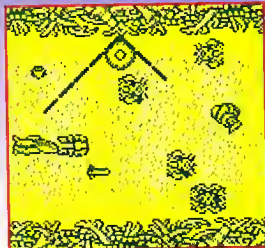
TOTAL!

TOTAL! TEK-SPEX

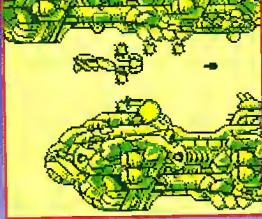
Game	R-Type II
Levels	5
Difficulty	3 levels
Continues	Infinite
Release date	Out now

LOSSES
'Easy' level is almost a scenic tour through the game - only the 'hard' level poses any challenge at all. Just five levels to battle through

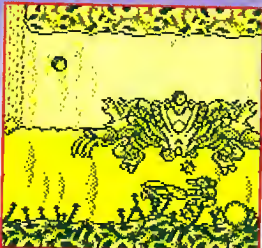
See that big dome thing on top - that's what you're supposed to shoot. Oh good.



Erm, one of the newer power-ups on your R-9 ship is the Pulley System. Of Doom.



So, those two enormous battlecruisers are mine, are they? Ah... The tiny one. I see...



Top Tip # 1: Don't fly into this big swimmy monster and try not get hit by its bullets.



These shooty nodules can be wasted with lasers or by touching them with your 'Force' nose-ball.

This hatchway releases more allans. Shoot it before it has a chance to.

This icon is the potent 'squiggly fire' laser things.



Pick up this pod's power-up - it's lasers which you'll need in a few seconds' time.

The wall shuts behind you, locking you in with the first boss. The trick is to fire The Force into his guts and leave it there, picking off the globs as they approach.

R-TYPE II

Looks

■ Loads of variety, detailed scenery and some great background effects

Sounds

■ For once, some meaty battle-style themes instead of stupidly jolly ones

Gameplay

■ Solid alien-shooting action, but more a test of memory than arcade reaction skills

Life span

■ Even on the 'hard' level, patience and infinite continues seal the game's fate



Better than the first game, but fails on lastability thanks to infinite continues and a distinct lack of challenge. Needs some new ideas now

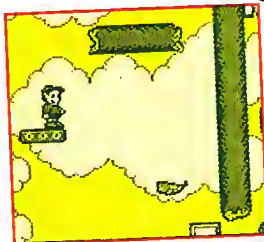
Final rating
68
Percent

McDONALDLAND

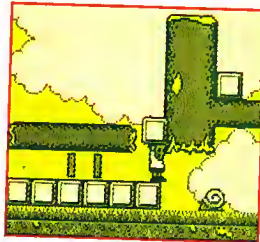
For Game Boy (1 player)

From Ocean

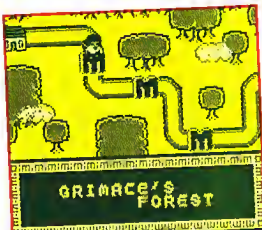
Price £25



When you jump onto a leaf it starts to fall, so you have to jump as soon as you land.



Pick up a block and you get to mercilessly crush innocent cute things, like this snail.



And the special guest star, all the way from Super Mario Bros 3, is this map screen.

McDonalds' food isn't really my bag of fries, I have to admit—mainly because whether I get a Big Mac, a Hamburger or an Apple Pie, I always seem to get those disgusting gherkin things which I can't stand in it. (Okay, maybe I was lying about the Apple Pie, but you know what I mean.) And I have nightmares about Ronald McDonald.

However, it doesn't make an awful lot of difference if you're a fan of McDonalds food or not, because instead of going for spotty adolescents and gameplay from the ancient coin-op Burger Time, McDonaldland is basically a platform game with Mario-style gameplay.

Blocks can be picked up and thrown, moving platforms can be traversed, springboards can be jumped on—all that kind of stuff. Yes, this game screams 'I want to be Mario!' as loudly as possible. However, the unoriginal nature of the game doesn't necessarily make it a bad purchase.

TOTAL! TEK-SPEX

Game	McDonaldland
Levels	4
Difficulty	Average
Continues	None
Release date	Out now

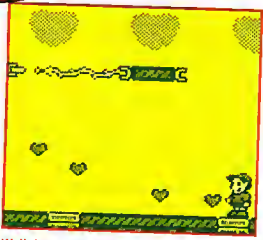
BIG MACS!
Reasonable graphics, smooth scrolling and it's fairly entertaining too. (No gherkins either!)

BIG CACKS!
Awful tunes, no continues and it's about as original as your average chart single (i.e., not much)

The lack of continues and the intermittently frustrating gameplay might make you think twice, though. Next to something like Gargoyle's Quest this game is all a bit, well, average. The aim of the game, which consists of helping Ronald to find his magic bag, isn't exactly stimulating.

Now, if this had been a beat 'em up in which you got the chance to lay into Mr R. McDonald instead, that would have been far more satisfying. As it is, it doesn't really cut the mustard. **CHRIS**

TOTAL!



Well, I was going to say that this game had no heart, but obviously I was wrong.

McDONALDLAND

Looks ■■■■■■■■■■
■ Bland graphics and okay scrolling, but it all looks very familiar

Sounds ■■■■■■■■■■
■ Annoying tunes that simply must be turned off, if only to save your sanity

Gameplay ■■■■■■■■■■
■ Well, it's Mario. Isn't it? That is, without the finesse and depth of the Mario games

Life span ■■■■■■■■■■
■ If you've got the patience, it's got mileage. No continues, though

Despite the McDonalds connection, this is fun in its own little way. Frustrating in the long run, though, and desperately unoriginal

Final rating
66
Percent



JOE 'N' MAC

For Game Boy (1 player)

Okay, hold everything! I've played the living daylight out of this game and I haven't seen hide nor

hair of Joe's chum, Mac. Yup, there's a definite lack of Macness here.

Still, never mind. Welcome back to Joe 'n' Mac, now in glorious mono vision. Anyone who's

From Elite

read reviews of this game on the SNES and NES will know that it's a walk 'n' scroll platformer in which you have to duff up dinosaurs. Joe's armed with an assortment of prehistoric weapons, including clubs, boomerangs, and stone objects, and has to head from left to right, bashing various cavemen and dinosaurs. At the end of each level there's a battle of the energy bars when something big & 'orrible charges onto the screen. These guardians are incredibly tough to

beat at first, but after a few attempts you'll work out how to do it.

Joe 'n' Mac has plenty going on all the time (the best tactic is to go slow – belting along only brings nasties onto the screen

Price £25

JOES

It's tough enough to last a fair while. There's always plenty going on to keep you occupied. Very nice animation

NO-NOS

The collision detection is pretty bad. The only way to get through the game is to take it easy, which can get boring

TOTAL! TEK-SPEX

Game	Joe 'n' Mac
Levels	12
Difficulty	Tough
Continues	None
Release date	April

It's the Dave Lea Travis lookalikes. Watch out for the one circling on his Suzuki GS-550.

GB

TACTIC

You're history... Literally!

Here's the first end-of-level guardian. This guy, like the rest of the guardians, is beatable when you know how.



Shock horror! An enormous T-Rex thingy with a giant stone pea stuck in his teeth. Should Joe simply offer him a toothpick, or...



... Clobber the living daylight out of him? We went for the second option. Just stand about here, then jump and throw, and he'll soon be extinct.



Joe floats off to meet his maker after tangling with a giant sabre-toothed radish.

faster than you can kill them). Sadly, the collision detection leaves a lot to be desired, and some of the backgrounds successfully camouflage Joe. The animation, however is brill. And, although the game feels awkward to start with, once you get into it you'll find one heck of a challenge. **JAMES TOTAL!**

JOE 'N' MAC

Looks

■ An all-round good-looker. The backgrounds can get confusing, though

Sounds

■ A bearable soundtrack, and some atmospheric roars and screeches

Gameplay

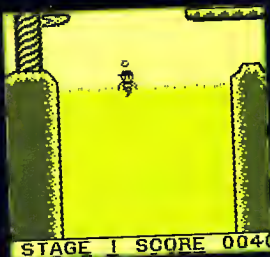
■ Although it's nice and tough, the collision detection lets it down

Life span

■ The end-of-level guardians certainly won't take it lying down. They're tough!

Do you want a game with good, old-fashioned, raw challenge in it? Then try this little monster. It's a bit clumsy, but it'll keep you going for ages

Final rating
75
Percent



(Hold on... What the hell is this supposed to be? A bee in a river? Andy, you've taken the wrong pictures, you berk - Steve.)



(Oh, I see. It's that Max chappie. He's a bit small, innee? Ah, but with a gun that small how can he fire bullets that big? - Steve.)



(And another thing, what the 'eck...!) Look, shut up and let me get on with the captions! - Andy.

That's better. Here's Max about to collect a huge, erm... (See! You don't know either! - Steve.)



MAX

For NES (£1 player)

From Infogrames

Price £25

Max. Yet another tale of an ordinary hero trying to save the world, if not the universe, from hideous evil.

The Max in question is a tiddly little bloke who fortunately has the aid of a whopping great suit of armour to waddle about in.

HOOKS

The grappling hook is a good idea and is fun to get to grips (!) with. Some of the aliens are pretty imaginative, too



(Right - it's my turn for the caption! - Steve.) No it isn't! Bog off and do Bugs Bunny 2, you gimps! (I've finished mine already. Nyerrrr!)

CROOKS

The graphics are disappointing. The game-play's been done so many times before, and often much better

Plus a gun and a grappling hook. (No wonder he's a blimmin' hero with all that gear.)

There are six worlds for you to conquer in the game (although they only seem to differ in the baddy graphics department). Walking along, you shoot at the aliens (or, in some cases, the immensely cute bunny rabbits), use the grappling hook contraption to hoist yourself onto platforms, jump a bit and collect various power-ups. Take a few hits and you lose the armour, leaving you naked - well, scantily clad anyway - and highly likely to die.

Such an advanced plotline obviously requires some getting used to. Oh all right, I'm lying. Max is all very average, and I'm sure you've seen it all before. The graphics aren't what you'd call lush and neither is the sound. It's yet another game that's fairly playable for 20 minutes or so but has few features to bring you rushing back to your Game Boy after a prolonged absence. (You do get to shoot the rabbits, though, so it's not all bad.)

ANDY



TOTAL! TEK-SPEX

Game.....	Max
Levels.....	6
Difficulty.....	Average
Continues.....	3
Release date.....	Out now

Looks

■ The graphics are simplistic - they look like they were painted by a five-year-old

Sounds

■ Sort of a mixture of every other Game Boy tune you've ever heard

Gameplay

■ Basic platform shooter, with nothing much new. Control is a tad awkward

Life span

■ 24 hideously difficult levels. A massive challenge, and passwords keep it alive

Average platformy thing with some shooting and grappling added. Not going to set the world on fire - which is quite a relief, really

Final rating
57
Percent

BUGS BUNNY

CRAZY CASTLE 2

For Game Boy (1 player)

From Kemco/Seika

Price £28

Remember the first Bugs Bunny game, reviewed in Issue 1 of TOTAL? It scored a pretty useless 43% on account of having 80 levels which were all almost exactly the same. For this sequel, Kemco/Seika have kept the same platform formula as before, but now there are, er, 28 levels.

But wait! From this seemingly hopeless start, Bugs Bunny 2 actually comes bouncing back in a totally dramatic and impressive way. This is a far better game than the first one – instead of just having to collect a load of carrots to finish the level, you now have to get eight keys and find an exit. Okay, so it's not that different, but the new obstacles make it a much trickier proposition than before.

As well as having load of Looney Toons characters milling around, the game requires you to negotiate landscapes containing blockages which can only be passed by collecting certain implements (like a big hammer to smash stone blocks with, for

EARS
Prettier and more varied than the first Bugs Bunny game. Sneakily addictive when you get into it

example). There are teleports which warp you around the place, rope bridges from which you can dangle acrobatically from, and precarious pyramids which you have to think – as well as smash – your way through.

The graphics are much better than before, too, with a real creepy-castle atmosphere, and if all the extra detail makes everything go a bit jerky when there's a lot of characters all moving on the screen at once, well, who cares? Not me.

Each level in Bugs Bunny 2 gives you a sense of achievement when you complete it (as well as a password you so don't have to do it again). By the time you reach the last one (which is going to take you quite a while – these levels are no pushover) you actually feel you've accomplished something.

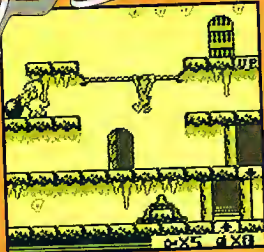
Compare that to Bugs Bunny 1, where it was more of a straightforward endurance test, and you'll begin to see why this game is so much more satisfying to play than its predecessor.

STEVE

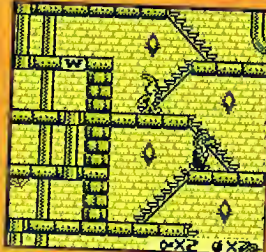
TOTAL!

TOTAL! TEK-SPEX

Game	Bugs Bunny 2
Levels	28
Difficulty	Hard
Continues	Passwords
Release date	Out now



It's a rabbit doing the monkey swing! Just what's on the left hand platform I have no idea. Some mutant Toon or other, I suppose...



Some of the more devilish hazards are these sloping, altitude-altering devices, covered in ledges. (They're stairs! – Chris.)

TEARS
Slows down when there's a lot going on. With a passcode for every level it won't last forever



Bugs has found one of the keys he needs to escape from this level. Unfortunately, it's four feet long and weighs 200 kilos.

BUGS BUNNY

Looks

■ Cute. Identifiable characters and neat backdrops make this a bit of a visual treat

Sounds

■ Nifty tunes with a nice echoey quality really add to the atmosphere

Gameplay

■ Much the same formula as before, but with more to do it's lots more fun

Life span

■ Tougher than previously, but with fewer screens you'll clean it up eventually



A big leap forward – this is an entertaining platform romp that's great for younger players but not too easy if you're a bit more wrinkly

Final rating
80
Percent

On Sale
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■ Game Boy
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PRINCE VALIANT

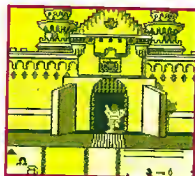
For Game Boy (1-2 players)

From Ocean

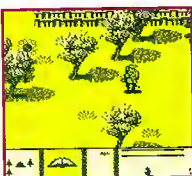
Price £30



Prince Valiant has happened upon a castle. However, a wizard is barring his way...



... One duffing later the wiz is no more, so Pee-Vee enters the castle to replenish his anargy.



Meanwhile, the poncy Paladin recites poetry at some trees. Pahl! What an utter Sega owner.

Role-playing games are two-a-penny these days – even though you don't get much change from £30 – and Prince Valiant is yet another one. However, it's a sort of RPG for people who hate RPGs, as you don't have to write anything down, draw maps or hold anything in

your head besides the abstract desire to kill, maim and defeat the enemy in the pursuit of victory.

The aim of the game is simple: you command the army of either Light or Dark, represented by seven players. You try to capture as many castles as possible or destroy all the opposing army, and you have to wander around the map collecting character attributes and spells for your characters to use in battle. Which spell you collect or use decides how well you do. Use no spells and you die. Use the wrong spells and you die. Use the right ones and you'll slaughter anyone in your path. Some spells make your weapons follow the enemies around, some make you invincible, some make you invisible. Know your spells is the message here.

The main problem with the game is that winning is too easy by half – especially when playing against the

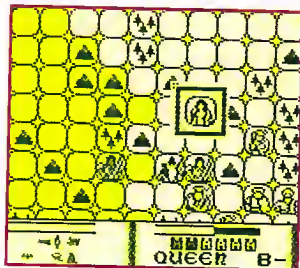
SPELLS
Easy to get into. Even though it's an RPG it's not too cerebral – anyone can win with a bit of effort

SMELLS
Not enough depth for the really hard role-playing types – nor anyone else, for that matter

TOTAL!

TEK-SPEX

Game	Prince Valiant
Levels	Three worlds
Difficulty	Selectable
Continues	None
Release date	Out now



This here's the map screen showing the game world. Depending on which game you play, this map is either big – or utterly massively huge.



Collect this sword to increase the amount of damage inflicted on other characters. Heh!

Looks

■ Usual RPG-style overhead view. Slightly nobby characters, but they do the job

Sounds

■ Painful in-game soundtrack and coarse spot FX. Not one for earphones

Gameplay

■ Absorbing once you've sussed out the strategy and can use the spells properly

Life span

■ Grows on you. Good for rainy days, but wouldn't keep you in on a sunny one

An unusual role-playing bash 'em up which is absorbing and playable. However, it really only comes into its own as a link-up head-to-head

Final rating
71
Percent



LEMMINGS

For Game Boy (1 player)

Okay, you lot, listen carefully. There is a phenomenon in video games called Lemmings. Cute little creatures are committing suicide on just about every machine you can think of. Well, all you GBers, you can put away those shoot 'em ups and throw Tetris at a brick wall, cos now Lemmings is coming to the Game Boy as well – get ready for one of the most

From Ocean

addictive games you'll ever play.

Just in case you've spent the last couple of years living in the Australian outback and haven't heard of Lemmings (even then it's pretty unlikely) here's what it's all about. You have to save the lemmings (small furry rodents) from marching happily to their death by giving them various special talents

Price £30

to overcome the obstacles in their way – like building a bridge over a chasm, for example.

So why would you want to save these little brats, anyway? Why, to get to the next devious level, of course. The difficulty curve of this cart is perfect in that the levels start out dead easy, but after a few hours you'll find yourself tussling with



An acid bath eweats any lemming going the wrong way here (although by now you'll wonder if the blighters are worth saving).



Lemmings are lazy gits, with work-avoidance abilities even more highly developed than Steve's on a Monday morning.



'Look, I'm digging as fast as I can!' This is the lemming version of the Channel Tunnel, i.e. all the work's being done at one end.

FURRIES
Perfect difficulty curve.
The puzzles are so intense
that you won't want to put
the game down (late
nights ahead!)

TOTAL! TACTIX

Like lemmings to the slaughter...

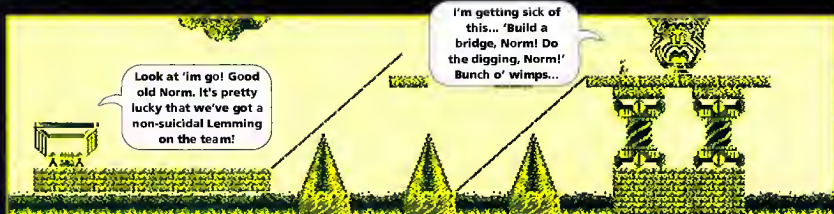
Here's a good way to make the best of the lemmings' suicidal urge to meander merrily through treacherous levels like this. This tactic can be used successfully on most levels.



Let the first lemming go and use blockers on the left end right to keep the rest of the bunch

Now that you can see what you're doing, use the first lemming to clear a path through the level. Doing it like this means you don't waste valuable bashers on lemmings going the wrong way.

Once it looks like the path to here is clear, blow up the right-hand blocker, then sit back and watch the crew waddle home.



Lemmings have got no concept of team spirit. Sending one of their number on ahead to almost certain doom doesn't bother them a bit.

some of the most brain-busting puzzles you'll ever have encountered. Just the thing for whiling away those long car or train journeys.

Lemmings has converted very well to the Game Boy. The soundtrack includes all the original comic tunes, and after a few goes you'll start humming away to yourself (take it from me, if you're in a crowded train it can get more than a little embarrassing). Admittedly, the graphics look a tad tatty, but don't let that put you off – it doesn't affect the gameplay in the slightest.

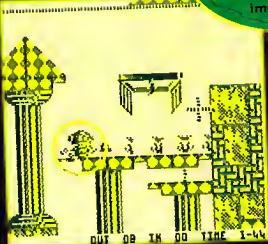
Okay, so why is Lemmings so damn addictive? Well, if you're asking yourself that question then you can't be a real puzzle game fan. Protecting the poor lemmings

from annihilation soon becomes an obsession – there's no way you're going to let that level defeat you, so you simply have to try it just one more time. Working out how to use the different types of lemmings to complete a level makes for really compulsive gameplay, and when you look horns with it you'll become totally hooked. Lemmingsitis will become a recognised disease if this carries on.

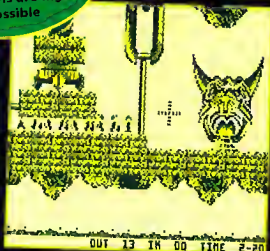
The lack of a two-player mode doesn't detract from the game at all. It never added anything to the other versions, anyway. With so many stages and four skill levels, this isn't a game that you'll finish easily. In fact, on the higher skill levels you may never finish the levels without help.

FURIES

The graphics look a little dodgy. You may find it all a bit too frustrating. Later levels are nigh impossible



This contraption spins round to catch any lemming dumb enough to walk into it and then minces him into a million tiny pieces.



Make the first lemming stand still until the others catch up and then blow him up. Time it right and you'll take out the pillar too.

When I grow up I want to be...

The career opportunities open to lemmings are limitless. Mind you, they seem to have a tendency to go for the more dangerous jobs...

Blockers can stop the flow of charging lemmings.

Bashers are great for making escape tunnels.

Do you dig it? Well, these guys certainly do.



Climbers have the ability to climb up sheer wells.

Floaters are members of the lemmings' free-fall parachute team.

Blow up a lemming with this explosive icon.

Builders can bridge gaps and get to those hard-to-reach places.

At least these miners will never have their pits closed.

Sensibly, Ocean have kept in the password system, so you don't have to replay all the earlier levels if you come back to it, which you will, frequently.

Lemmings has entered the annals of computer game history, and this version will no doubt continue the tradition. It seems very polished and has kept all the addictive qualities of its counterparts. This could even topple Tetris from its perch as the most popular Game Boy puzzler.

JAMES

TOTAL!

TOTAL! TEK-SPEX

Game	Lemmings
Levels	Lots
Difficulty	4 levels
Continues	Save game
Release date	Out now

LEMMINGS

Looks

■ Rather simple graphics. The very small characters take a bit of getting used to

Sounds

■ Those comic tunes are great. For once you'll keep the volume turned up

Gameplay

■ It may not be the fastest game around but it's easy to play and hard to put down

Life span

■ The 'fun' level won't take long, but from there it goes from quite difficult to 'Ulp!'



If you're remotely interested in puzzle games, Lemmings is the game for you. Even if you're not, it's still worth taking a look at this classic game

Final rating
90
Percent

GAME BOY ROUND-UP

Most of these games may be also-rans in the playability stakes, but you might find a winner in here if you look hard enough.

POP-UP

For Game Boy
From Infogrames
Price £25

Quite why this game is called Pop-Up is beyond me, since it's all about a ball bouncing around 100 screens' worth of platforms. If you ask me, it should have been called Bounce-Up, or something.

Anyway, the idea of the game is to manoeuvre your bouncing ball as it, um, bounces around the platforms, collecting every bonus on the screen, before making your way back to the exit. Huge bounces are theoretically possible but they're not advisable, cos if you bounce too high you run the risk of falling off the platform into nothingness.

The challenge lies in getting the ball around the screen in the right

order, without getting yourself stuck in one corner which you can't bounce out of. (Or should that be 'out of which you can't bounce'? Well, whatever.) You couldn't exactly call Pop-Up a difficult game to control. The only tricky bit in the entire game is trying to wang the ball to the left or right when it's at the top of a bounce.

Two or three screens and it's fun, after ten you're only slightly bored, but play 100 and you'll find yourself writing home with crayons. It's basic, five-minutes-at-a-time stuff, but still, quite original and bouncily jolly in its own little way. **ANDY**



Another monumentally dull screen. At least there's a nasty in there. Somewhere.

POP-UP

Looks

■ Hardly state-of-the-art stuff, even for a Game Boy, but they do the job

Sounds

■ Blimmin' good, actually. A tune you can hum along to indefinitely

Gameplay

■ Immensely uninspiring. At least it's easy to get into (and out of)

Life span

■ Has potential to last for yonks, but it won't, cos you won't be playing it

Final rating
61
Percent



Some ledges with some stuff on. No sign of a ball, either.



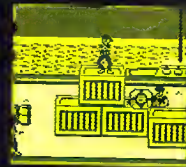
Been getting a bit chilly recently, hasn't it? Still no sign of a ball, though. Sorry.

THE PUNISHER

For Game Boy
From Acclaim
Price £25

The Punisher is a similar style game to Operation Wolf in the arcades. Only you haven't got your hands around a nice meaty automatic weapon. This means that it loses a lot of the playability it would have had if released in the arcade.

You play The Punisher himself, as the screen scrolls casually from left to right and you frantically wiggle the cursor around in an attempt to pick off all the nasty people shooting at you. Ol' Spidey also swings in from time to time to give you the odd piece of useless information.



... And Ken takes first prize for Miss Manchester 1993.



Right, all I need now is a small pine tree and a life buoy. Ah, there they are.



Anyone who looks like they've just got off a horse will be shot. Sorry chaps!

This is no Terminator 2 - The Arcade Game substitute. The crosshair moves slowly and is also too uncontrollable. Although The Punisher dude is pretty rock 'ard and can take a fair number of hits, it's a bit demoralising watching your life fade away in front of your eyes under the overwhelming onslaught of the enemy. The final nail in the game's coffin is that it's too samey - none of the levels contains anything strikingly different from the last.

No, given the choice I reckon I'd rather take 25 quid down the arcade and have a few blasts on Op Wolf instead. Yeah. **JAMES**

THE PUNISHER

Looks

■ Nice clear backgrounds and some of the smoothest scrolling I've seen

Sounds

■ Standard Game Boy gun blasts and a rather tedious little tune

Gameplay

■ Very tough and bordering on the impossible. Mostly down to luck

Life span

■ Too samey and too tough - you'll get bored and/or frustrated before long

Final rating
49
Percent

TOTAL!

TACTIX

Turn off the lights, put some mellow music on, slip into something comfortable and get ready for the sensual experience that is **TOTAL Tactix**.



TRICK

LITTLE NEMO

On the title screen, press **UP**, **SELECT**, **LEFT**, **RIGHT**, **A**, **A** and **B** and a dream select will appear. Press **A** to change level and then press **START**.

KIRBY'S DREAM LAND



TRICK

We thought that this game was way too easy, so if you want to make it last a bit longer try this cheat sent in by **Paul Davis** from Essex. On the title screen push **UP**, **SELECT** and **A**. The words

NEW ZEALAND STORY



TACTIC

No cheats here, but some clever, built-in warps instead. On level 1.1 don't free the Kiwi but stand on the top ledge facing left. Start jumping and shooting and in a few seconds a black hole



Are you warped? Well, if you jump and shoot here a black warp hole appears...

EXTRA GAME will appear and if you push **START** the game will be harder.

ULTIMA: RUNES OF VIRTUE

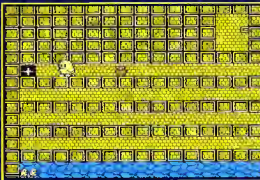


TACTIC

This game is great on the Game Boy, but it's a well 'ard challenge. So c'mon, send us in a solution. But to get you started here's a quick tipette. To get out of the minefield, follow these instructions from **Angelos Mekri** from New Southgate. Go **south 3**, **west 3**, **south 3**, **east 7**, **south 3**, **west 3**, **north 1**, **west 3**, **south 3**, **east 1**, **south 1**, **east 5** and **south 1**.

will appear. Leap into it and you'll be warped to level 1.4.

Now go **right**, under the green spinny thing and then **up** out of the water. Go all the way **left** and **jump up** to where the nasties are. Go **right** a little bit, face **left**, shoot the wall and a warp will appear to take you to level 2.



... And, as if by magic, you'll be warped more than a damp piece of driftwood.

SOLAR JETMAN



TIP



This is the game starring **Solar Jetmen**. Star-ring, gedditi? Oh, why do I bother...

BART VS THE SPACE MUTANTS



TIP

Whoops! In our guide to **The Simpsons** in ish 12 we said that the **Wheel Of Fortune** in **Krustyland** was completely random. It's not. Enter **Down Dert** of Grimsby, who faxed (very flash!) a load of tips to us. If you use the magnet from **Toys 'n' Stuff**, the wheel will stop at whatever number you pick. And don't worry, Dawn, you may be 28 but we don't think you're an old fogey. Much.

UN SQUADRON



TRICK

Go to the option screen and highlight the difficulty select using controller 2. Now connect controller two and hold down **A** and **X**. While holding them down, alter the difficulty setting using controller one. You can now choose 'GAMER' level, and by gum, it's well 'ard. Ta to **Stephen Brennen** of Dunfermline.

GOAL



TIP

These passwords will get you through to the later rounds of the tournament. **GZHIKUUK** - Semi-finals, England vs Brazil. **GZHIKUUL** - Final, England vs USSR.

BATTLETOADS



TACTIC

Lots of people have written in to us to say how great they think this game is - and how tough it is too. Well, if you're having trouble with the 'Toads here's a couple of warps to get you further into the game. On the first level, I kill the first two baddies, go **right** and on the ledge you'll find a warp to take you to level three. When on level three, go past the green checkpoint and then past nine blocks - just before the tenth you'll come across a warp to level five.

F1 EXHAUST HEAT



For a turbo boost that will speed you up to a face-wobbling 400kph, just press **L** and **R** when you're at top speed, and you'll go fast enough to overtake Steve J's flashy sports job.

JOE 'N' MAC



This isn't really a cheat as such, it's just a sneaky way of getting loads of lives and bonuses. What you have to do is go back into a level that you've already finished, grab the bonuses

or lives that you're after, pause the game and press **SELECT**. You can do this as many times as you like and can build up such a whacking great stockpile of lives that you'll romp through the game and get to all the snogging bits.

SUPER SMASH TV



Last month we had a terrific level select for Super Smash TV and a huge players guide full of tips—WHAAAT, you missed it? Quick, quick order a back issue now from page



Key in our Smash TV cheat and you'll get to this rather spiffy lives 'n' credits screen.

103 pronto! This month we've got a cheat that'll give you extra lives and extra credits. When you're on the screen where you select one or two players, press **DOWN**, **L**, **R** and **UP** and you'll get to a new screen where can give yourself up to **seven** lives and **seven** continues. Ta ever so much to the mysterious **Mutoid Man** of Combe Down for this tip.



And here's the cheat in action—just look at those seven lives perching in the corner.

DYNABLASTER



To get further into Game B, use these excellent pass-codes sent in by Kevin Knight from

Canvey Island.

Stage 10—**BQKGD3M2H1**
F1KGPCPCPN
Stage 15—**D1JP22DNML**
CPCBCKGKGN

Stage 20—**MN2HPJ3DJN**
2HQ8PDJNM0
Stage 25—**MNCP2N2KGC**
BQH220JNMC
Stage 30—**2HDJ3JFL3F**
M2MN32H0B0
Stage 35—**3LCP2D30B0**
OODJGKGL3J
Stage 40—**H2F1MN0JOC**
NNJDBKGLPG
Stage 45—**H21FP8PH2H**
LPPCKDJ2H0
Stage 50—**H2JD2FJ2HN**
CM2H23LCPF



Things that make you go
BDD00DDDD000000000M!

LOW G MAN



To get to the sound test enter **SONG** as a password. The words **BGM 00** and **EFT 0D** should appear. The **BGM** is the music while **EFT** stands for effects. Press **A** to start the tunes, and use **UP** and **DOWN** to switch between music and effects.

Once you've finished the game it will restart but it'll be harder. To get to this more challenging version enter **TERU** as a password. Enter the password **SHOT** to start with 99 lives, boomerangs, waves, fireballs and bombs.

SPANKY'S QUEST



Did you buy this game? Did you read our review first? Oh dear, there really is no hope for you, is there. Still, we thought we'd be kind and give you some codes so that you

could get the maximum amount of 'enjoyment' from Spanky's Quest. Aren't we nice?

Level 2—**732**
Level 3—**354**
Level 4—**116**
Level 5—**988**
Level 6—**470**



If you really want to suffer the pain and agony of playing yet more games of Spanky's Quest, try out our level codes.

THE ADDAMS FAMILY



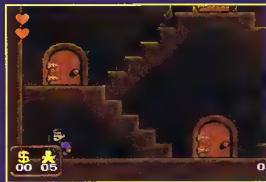
If you're having problems cracking SNES Addams Family, this sneaky cheat should help. There's a whole secret staircase full of money hidden behind the one in Addams

Mansion. The stairs lead to secret rooms which are similarly chock-full of 1-Ups, dosh, swords—lots of useful stuff like that.

And (just in case you never noticed) whenever you're asked to continue, run all the way left to enter a secret room with a few hearts 'n' stuff to get you going. Gooky, chums.



2 Wooh! You're now in Pugsley's Den. Collect the goodies, go upstairs and stand where Gomez is. Push UP again...



1 Enter the hall of stairs and head left. Stand under the second-floor doorway (like this) end push UP. Spook!



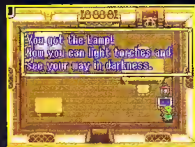
3 ... And you find yourself Behind Stairs. Now you can go into lots of rooms and collect oodles of goodies. Smart, eh?

THE LEGEND OF ZELDA

A LINK TO THE PAST

SNES
TACTIC

And they said it couldn't be done! Get ready for the biggest adventure of your life, as we embark on our mammoth three-part player's guide to the game they call *Zelda III*. (Thanks to our very own tactical warhead, Paul Weaver, from Wales.)



1 To get the ball rolling, the first thing you have to get hold of is the lamp, which you'll find happily sitting in the chest in your house.



2 Go up to the right of the castle to find the secret door, under a bush. Go through the lower dungeon to find your uncle, who gives you his shield and sword. This is only any good if you're in a group or stand to the left or right of a nasty.



4 Head down to B3. Kill the guard whilst avoiding his ball and chain. Rescue Zelda and take her to the throne room. Push the altar from left to right.



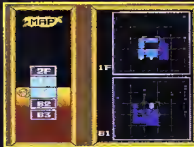
5 When you get to level B1, exterminate all the rats. Why? Because one of them has a key, that's why.



8 Find the inn and enter from the back to get another magic bottle. Make a note of where the library is - you'll have to return here later. Find a room with the Lucky Chests in. Go in three times, opening a different chest each time, and you should make a profit.



3 Go into the castle, using the front door. Head down the stairs until you get to here, and end pick up the boomerang. You can use this to stun your enemies, which you can then finish off with a few swipes with your sword.



7 Now go to the village. In the thief's house, move blocks for cash. Bomb the north wall downstairs to get more cash. Fell into the well and blow a hole in the north wall for a quarter heart. Find the bottle salesman and buy a bottle. A sick friend lends you his bug-catching net. Talk to someone outside a hut, who'll tell you where to go and where to get cheap bombs.



6 Now go through the secret passages, constantly swinging your sword, and you'll eventually find the loyal Sage who will look after Zelda for you. Don't forget the full heart.

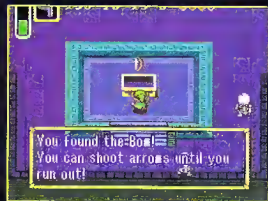


9 To take the warring brother's challenge, blow open the sealed door and go outside. Accept the challenge and follow the route shown. Swing the sword at the bushes. Do it in 15 seconds to win a quarter heart. If you fail, try again. Sahesrehle will now be marked on the map. Go there and find the crack in the wall, which hides more bombs and money.

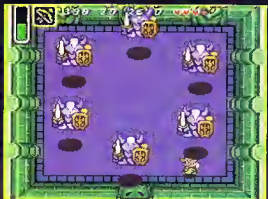




10 Now complete the Eastern Pelece. There are three items to collect: full heart, bow, and pendant. Collect everything you find as you may need them later on.



13 Te-deeh! You've found the bow, so now you can easily do away with these one-eyed gurgens by shooting your arrows at them.



15 Here, to kill the knights, wait until they move in a circular pattern, then move into their path and use the bow. They will then move to the top of the room where you can shoot 'em again. To kill the last knight, who'll try and jump on your head, wait till his shadow stops moving as he jumps, move to the side of it, and hit him with the sword. Repeat until dead.



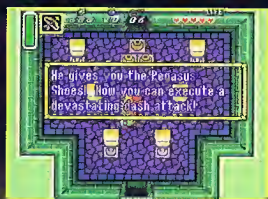
18 Make your way to the tree shown above and blow a hole in the well to get loads of money.



11 When you come across the skeletons, you'll find that the easiest way to kill them is to throw pots at them. (Heng on - aren't skeletons dead already? Spooky!)



16 Make your way back to Sehesrehle to get the Pegasus boots. These speedy soles will enable you to move a lot more quickly around the map.



12 In the room shown above, kill the nesties to make the red things move about. You can now grab the pot and hit the pressure pad to reveal the chest.



14 Jump into the pots to catch the feiries using the net.



17 Go to the cave in the southeast area of the map. Use a bomb to blow a hole in the well to the left of the door and go through to get the Ice Rod.



19 Now go to this point on the map. Go inside and pull the lever on the right. Go outside and you will now find a quarter heart.



20 Return to the town library, go inside and charge at the bookcase. This will enable you to get the Book Of Mudore.



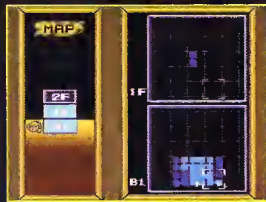
21 Make your way to the Desert Of Mystery. In a cave in the desert you'll meet a man who'll tell you about the book. Now blow a hole in the south wall.



22 When you've picked up the goodies, get to the palace in the middle of the desert. Use the Book Of Mudora on the stone tablet.



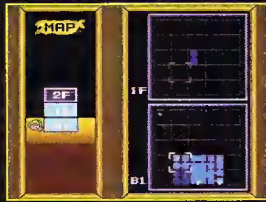
23 Go into the temple and get to the room shown in the map above. When you're in the room, charge at the pillar to knock the key off it.



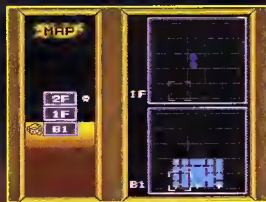
24 Now you have the key, go to the door shown above. Go through it. Pick up the compass and then the master key in the next room.



25 Head for the point shown in the map on the right. In this room (above left) you can avoid being shot by moving around clockwise.



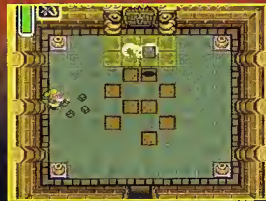
26 Get to here on the room map. Push the stone up, as shown, to open the north door. Inside you'll find some fairies. Go outside the temple, using the south exit of that room, and go south to get a piece of heart.



28 In the first room, move this block to open the north door.



29 In this room, the floor tiles fly at you. Quickly grab the key under the bottom-left pot. Go through the dungeon as fast as you can to avoid laser fire, looking under all pots for any keys.



30 When you get to here, stand in this position. Keep the sword button pressed. Every time a tile hits the sword, press the button again. The key is hidden under the top-right pot.



31 In the next room, when you get to here switch to the lamp and use it on the four pot things around you. This will reveal a door. Go through it.



34 Head along the river, sticking to the light blue patches, until you get to here. Buy the flippers and then you can travel on water of any colour.



37 Go back and down. On this island is the Pond Of Happiness. Every 100 Rupees thrown in lets you carry five extra bombs/arrows. Blow up east wall for fairies.



40 Once you leave these caves, take the old man to his cave (shown above). Follow him in and he'll give you a magic mirror.



32 Wait for the guardians' heads to pop up and shoot them with Ice Rods. (If you're out of magic, use bombs, arrows, and the sword). When they're dead, you'll get the second pendant and a full heart.



35 Go south and jump the waterfall. Follow the light blue part of the river until you get to a grove on land, where you'll find a piece of heart. Go back and jump the large waterfall. Go left and down until you reach here. Walk through the water to get to the Mysterious Pond. Throw in your boomerang, shield, and magic bottle (if empty) to have them powered up.



38 Make your way to this point on the map and get rid of the rock from in front of the cave.



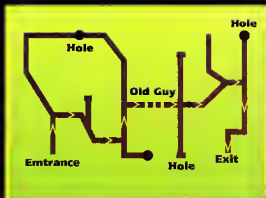
41 From the old man's cave, go to the top of Death Mountain (above) and you'll be taken to the Dark World. Don't worry about being turned into a rabbit!



33 Collect at least 500 Rupees, then go to the northeast, past the magic shop. Throw the stone aside and follow the path round. Go northeast again to here.



36 Get to here. Swim up, left, and under the white bridge, where you'll find a happy camper who'll kindly give you another bottle.



39 Go into the cave end then simply follow this map in order to find your way to the exit.



42 Go into the cave end then simply follow this map in order to find your way to the exit.



43 These red things inside the tower are switches, which make either the blue or the brown floor plates go down. (There'll be more of these throughout the game, and their operation will be described as 'blue down' or 'brown down' from now on.) Go left and down the stairs. Throw a bomb into the ring to kill the nasty, then switch brown down to get the key. Before you leave, switch blue down. Go back upstairs and throw the boomerang at the switch to let

you continue north. Get the map from the chest and go through the northwestern door. Go downstairs, but be ready for another tile attack. Switch blue down and go to the next room. Kill the monsters and switch brown down. Now go south.



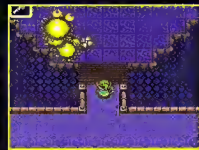
44 Light all the torches in this room to reveal a chest which holds the master key. Head back up to the main room, making the switch brown down on the way.



45 Go up to the third floor and kill all the nasties to open the west door. Go into the next room (shown above). Kill all the nasties here by keeping your back against a wall so you don't get thrown backwards when you hit 'em. Now, step on the star to let you continue north. Carry on north with the switch brown down. Don't step on the stars in the next room. Get to the end of the room and go up to the fourth floor. Kill the caterpillars with the pots. Get the compass from the chest without stepping on the stars. Go all the way left and up to the fifth floor.



46 On arrival on the fifth floor, step onto the star and then walk into this hole from the direction shown above. This will make you land on the fourth floor, where you can then get the moon pearl from the chest.



47 Make your way to the sixth floor to fight this guardian. Jump down the steps when he's nowhere near you. To beat him, try to stay behind him and whack him on the tail with the sword, being careful not to get knocked off the edge.



48 It's quicker to quit here and restart from the sanctuary. Go to the place above, and then north through the Lost Woods.



49 Grab the master sword from the stone. From now on, as long as you're on full energy, whenever you use the sword it'll fire a bolt of energy. From this point, go through the tree trunk, right and up through the next tree trunk, and then right and down through that tree trunk. Grab the mushroom and go back to the sanctuary. You'll find that Zelda has been taken to the castle, so make your way there.



50 At the castle, go in and take the first door in the west well, then go south, up the ladder, and through the south door. On the battlements, go right to this point and hit the barrier with your sword. Go straight through the first room. In the next room, kill the two nasties quickly, using the bow. In the room after that, use the sword to kill the guards and reveal a key. Go up the stairs to 3F and rush through the first room. Negotiate the maze to collect a key from the west of the room. Go into the next room, kill the guards and a fairy will appear. Get it, go up the stairs to 4F, and beat it through the first room.



51 Head north through here, being careful not to fall over the edges, then work your way around to the right. In the next room, kill all the guards, because one of them holds a key. Now go up the stairs to 5F.



52 What, you're here already? Okay, in this room you have to kill all of the guards to make the door open. Exactly the same tactic applies to the next room.



53 In this room, the best tactic is to kill the first guard by throwing a pot at him then following up with the sword. Use the pots to kill the bats, then pick up pots to throw at the guards in the middle and the key is yours. Then go into the next room and up the stairs to 6F.



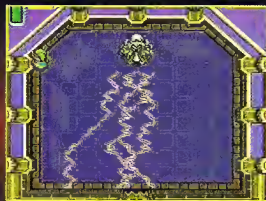
54 At the top of the stairs, move the left-hand statue and leave the room as quickly as possible. In the next room, carefully make your way north, taking the guards out with your bow. Go up the stairs to 7F, straight through that room and to the next to meet Aganbhin. When he goes, hit the middle curtains at the back to reveal a secret door. Go through for a confrontation with the evil wizard.



55 When you fight this wizard, he casts three different spells. The first one is an energy bolt. Use the sword to reflect it.



56 The second spell (above) is a cluster. Just do your damndest to get out of the way of it.



57 The third spell (shown above), is a massive blast of lightning. You'll see when the wizard is going to use this because he moves to the top-middle of the screen to cast it. By simply staying out of the way of spells two and three and reflecting spell one back at him you'll eventually be able to beat him. When that happens he'll transport himself, and you, to the Oerk World, where your task then will be to rescue the seven maidens.

ZELDA

Will you ever reach the end? Not until you read the next two parts of our player's guide, you won't! Part two coming up next month - don't go away, now!

TOTAL!

GARGOYLE'S QUEST

GB

TACTIC

Still stuck on Game Boy Gargoyle's Quest, even after all the help we gave you last month? Well, if you thought the first part was tough, this month is even tougher! Check out the second and final part of our player's guide for the complete lowdown on how to beat Breagar and zap Zakkudruzer. Get adventuring. Or something.

LEVEL FOUR— The Desert Pit

In this first section of the desert, you'll have to go easy with the wing power as there aren't many safe spots. Try to plan your route in advance using this level map.

Swimming through the water is no problem. Just watch out for these spikes.

It's worth stretching Firebrand to get this heart to top you up before you go on.

Zakkudruzer looks hard but there's an easy way to beat him. Stay on a different level to avoid his fire and fly over him when he charges. Dh, and fire whenever you can. Get the Candle Df Darkness and return it to Bymon in the village at the edge of the desert.

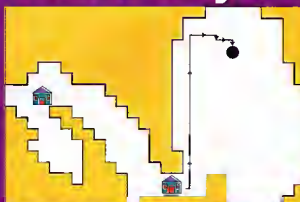


MAP FOUR – Rushifell's Village

All of these caves are exactly the same but only this one leads to Rushifell's. Keep so don't waste time on the others.

Rushifell's Village is the last village you can get a password from – SVHD-GBCD. You can also stock up on some expensive (32 vials) talismans.

Get back to Bymon



Go to Bymon in the village by the desert. Talk to him and go through the wall. Check the pots and go through the top-left wall. You'll find a necromancer, who's easy to trash. Go down the sand hole and through the maze, looking out for the Behoweldar. Enter Majorita's temple and walk to the altar. Talk to Majorita, then go back to the necromancer and fight two monsters. Beat them and you can head for the bridge to the last part.

LEVEL SIX – Rushfell's Keep

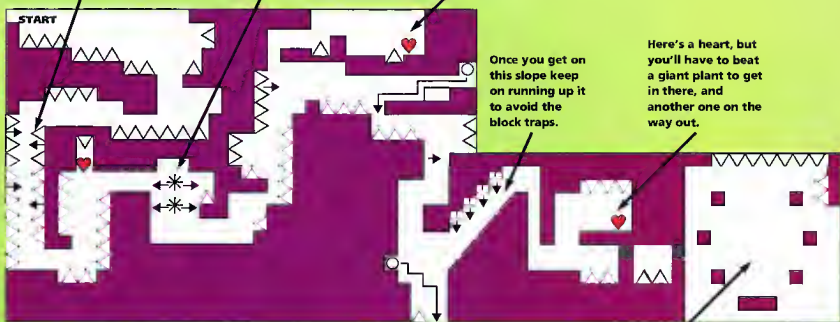
Drills come out from these spikes. Use the claw to make handholds and wait for the drills to pop out and in before moving past.

More nasty shift-from-side-to-side spiky things to be avoided here.

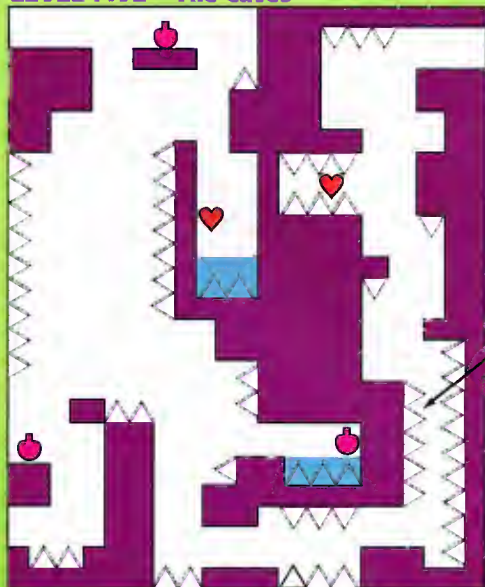
This room's tough to get to but the heart inside's definitely worth it.

Once you get on this slope keep on running up it to avoid the block traps.

Here's a heart, but you'll have to beat a giant plant to get in there, and another one on the way out.



LEVEL FIVE – The Caves



Use the block buster to get into Rushfell's chamber. He shoots stars at Firebrand. When he flashes, jump up to dodge a fireball. Grab the stone nearest the entrance and shoot at Rushfell when his arm is lowered. When he's beaten, talk to him to get the Eternal Candle, Dark Fire and Red Blaze. Go out onto the bridge and right. Beat the creature with the Darkfire and touch the wall to make it to the final level.

The flying plants are tough – you'll have to hit them in the mouth several times, so don't let them attack you from above.

To get up the walls with spikes on both sides, use the Claw to make a handhold to let you grip the spikes.

All the caves on the map have the same layout but you start at different ends in some of them. To stock up on vials, enter them, collect the vial at the start and then leave before the plants get to you.

KEY



Vial



Health



1-up



**And in map:
Essence of the soulstream**



Ghoul



Ghost

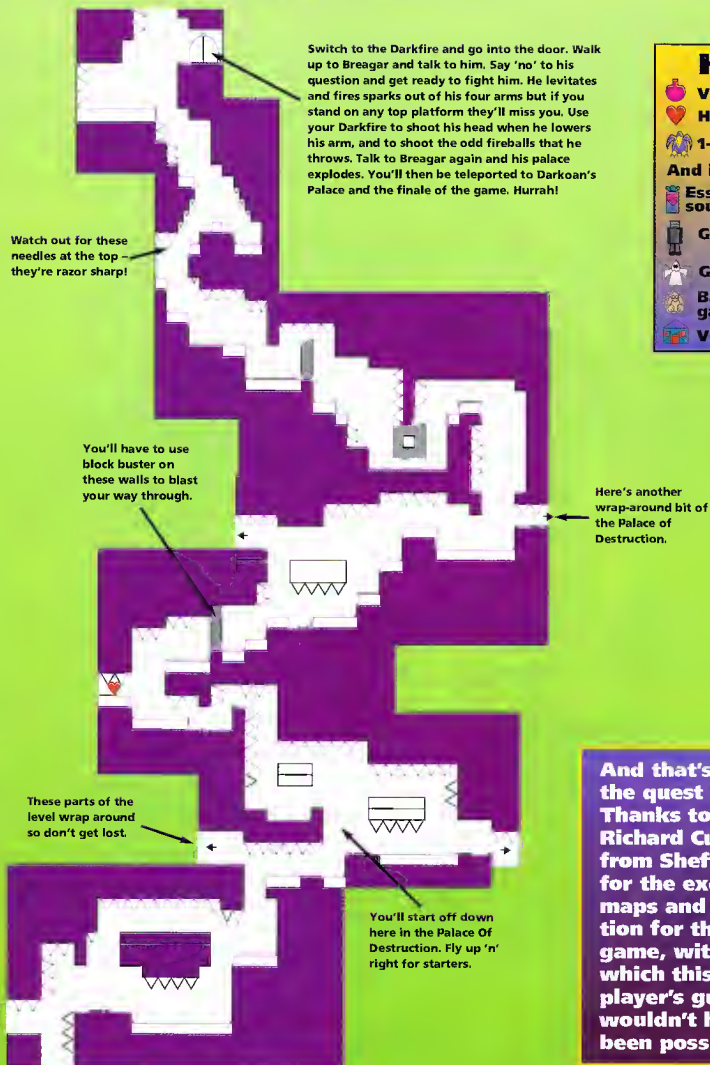


Baby gargoyle



Village

LEVEL SEVEN - The Palace Of Destruction



KEY



Vial



Health



1-up

And in map:



Essence of the soulstream



Ghoul



Ghost



Baby gargoyle



Village

And that's it - the quest is over! Thanks to Richard Cutts from Sheffield for the excellent maps and solution for the game, without which this player's guide wouldn't have been possible.

RAINBOW ISLANDS

Welcome to part two of our three-part Rainbow Islands player's guide. Good luck!



Level Three - Monster Island

TACTIC

Much the same as the Monster Island tanks, moving down from their platform when angry. They appear in groups, so have plenty of rainbows at the ready.

Werewolf

Similar to the tanks from Monster Island, but fire fireballs instead of shells and are a lot faster. Don't stick your neck out to kill them (especially when they're angry).

Skeleton

Similar to the Insect Island spider. Appears as a skull but hatches into the skeleton and then bounces around. You can't outrun it, as it homes in, so you have to kill it.

Bat

These hang upside-down from a platform, awaking only when Bubby gets close. Tracks Bubby's position at regular intervals. Oh, and watch out for the ones which change into...

Dracula

This toothed blighter is the most difficult to kill or avoid. He begins as a bat, then takes on human form after a few seconds. In this state he will regularly fire a light-

ning bolt at Bubby (which can be blocked with a rainbow).

Ghost

Very tricky to predict, so keep your wits about you. Kill them at the earliest opportunity, as they often follow Bubby. Crushing rainbows is probably the best weapon.

Boss: Big Dracula

This has to be THE toughest boss in the whole game - even harder than the Dragon at the end of the final level. He stops frequently to

check Bubby's position and then looses bats from under his cape.

Perhaps the only way to kill him is with 'rainbow traps' - never EVER try to shoot him head-on.



Level 3.1



Level 3.2



Level 3.3



Level 3.4

Hurry!

As the islands are slowly sinking into the sea, Bub and Bob can't hang around. If they do, a warning alarm sounds, followed by a 'Hurry' message on the screen. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the 'Hurry' message appears is shown next to each round.

Restart positions

The numbered boxes at the right-hand side of each round are the restart positions. If Bub dies, he's

returned to the last restart position passed in that round. These restart points also affect the time limit before the 'Hurry!' message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30%.

Bonus objects

There are 80 different bonus objects - from the Green Pepper (worth ten points) to the Money Bag (worth 10,000). Bonus points can be collected by either walking into them or using a rainbow. Bonus objects are usually left behind by enemies hit with your

rainbow's star. A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object appears on screen for 20 seconds, but all on-screen bonus objects disappear when the 'Hurry!' message appears.

Hidden bonuses

There are many hidden bonus objects scattered around the island. Magic rainbows thrown out in front of platforms and bushes make them appear, so don't be afraid to throw the odd rainbow around as you progress. When a

hidden bonus object is collected, it forces the next object in the sequence to appear. When the Money Bag's been collected the sequence goes back to the Green Pepper. Also, Money Bags and red/yellow magic stars will make all hidden bonus objects appear in one particular form.

Gems

If an enemy's crushed by a rainbow it will leave behind a gem (which remains on screen for three seconds). Enemies also leave gems behind if hit by a magic star. Gems are worth 700 points.

TOTAL!

Level Four - Toy Island

Ball

There are two different types of ball. The yellow ball is harmless, but turns orange when angry. The orange one is cleverer, checking on Bubby's position whenever it bounces.

Punch

Bounces around in a similar manner to the skeleton. It gets angry very quickly, so treat with extreme caution.

Magic Hand

Appears hanging from a string and comes after Bubby when close enough. Stops regularly to check your position before flying at you.

Clown

Watch out for this chap, as he bounces unexpectedly from the bottom of the screen then bounces around at 45-degree angles. Keep moving.

Water Pistol

Identical to the Werewolf, but faster. Moves back and forth across a platform, firing blasts of water at intervals - don't try to sneak past them.

Othello

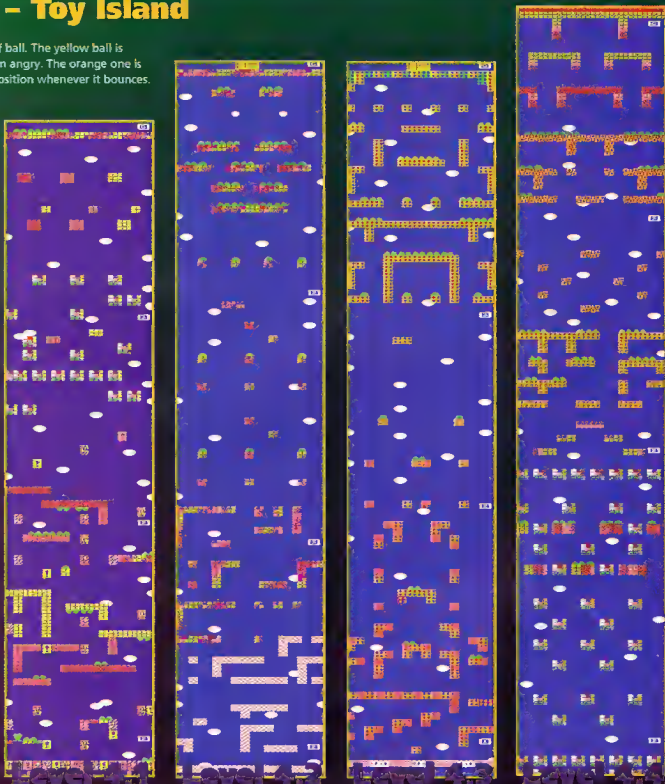
You'll encounter Othello in pairs - black and white. They spend most of the time bouncing into each other.

Toe-hold

These don't actually move, but 'extend' when Bubby gets close. They're usually found blocking your path, though, so kill them before the screen gets busy.

Boss: Big Clown

Not that difficult to kill. He bounces around the screen at 45-degree angles, firing out four smaller clowns. Follow him back and forth, dodge the smaller clowns (don't kill them) and keep shooting.



Q&A

All your gaming problems solved!

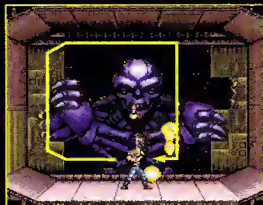
Dear **TDOTAL**,

I've just bought Super Probotector for my SNES and I think it's absolutely, gob-smackingly, amazingly brilliant. But the only trouble is, I can't get past the guardians at the end of level three. I can make it past the chopper with the searchlight, and I've made it past the two big robots at the end, but then the giant robot beats me and I couldn't beat the two robots again. Please help.

Peter Taylor, Norwich.

Dear **Petey**,

You do it like this. Pick up the homing gun just before you go in, climb up one side and shoot at



Follow the route that we've shown with the arrows and you'll soon crack this big nasty.

the two robots. As they start to move towards you, scurry across the top to avoid them, and scurry back when they change direction. Use the same method when their bodies blow up. Use your bombs on them as well, as they're pretty tough.

When the big guy appears, stand underneath his head and shoot up at it. When his eyes glisten, head clockwise around the screen, staying ahead of the laser things. Drop down when you reach the brown panel in the ceiling. Step left and then shoot the head as before. When it breathes fire, go clockwise around the screen ahead of the flames and drop down from the brown panel again. Keep to this method and the head's easy to beat.

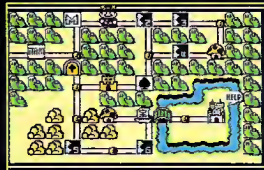
Dear **TDOTAL**,

How do I get to the Ghost Galleon in Super Mario Bros 3? I've seen it once but couldn't get it again. Can you help me?

Timothy Spang, Thrushton.

Dear **Tim**,

If you did miss our solution in ish 3, here's the lowdown on how to do it. Enter world 1-1 and collect a number of coins which is a multiple of 11 (like 33, 66, and so on). Then make sure that the last but one digit on the scoreboard is the same digit as the coin meter. So if you've got 55 coins your score should be something like 24050. Now move to the end of the card block at the very end and jump up just as the clock changes to an even number (2, 4, 6, or 8). A Hammer Brother should then change into a Ghost Galleon. Wahay!



TOTAL! CHALLENGE

Try our challenges to spice up your old games. Once you've cracked 'em, send us your own tricky tests.

PILOTWINGS, SNES

The first challenge is to qualify for the second round of Pilotwings by flying only the parachute. Impossible? Well, you might think so, but what you have to do is land your parachutist on the moving target. This will take you to a bonus round – the high-diving penguin. Land the penguin in the middle of the pool and you'll have enough points to qualify without flying the plane. Go on, have a go!



Mastering the diving penguin shouldn't be too tough but actually getting to this screen is a much tougher test of skill.

TETRIS, GAME BOY

Everyone's got Tetris and if, by some strange unnatural mutation, you've become bored with the game already, why not give some of these TOTAL challenges a go to make the game a bit more interesting.

1 Make a letter on screen from the tetrads (no 'I's or 'L's, though) and then try to clear the screen. In the usual way. See what the highest level is you can do it on.

Send your challenge to us at: **TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW**

My challenge is for:



Game Boy



NES



SNES

Name

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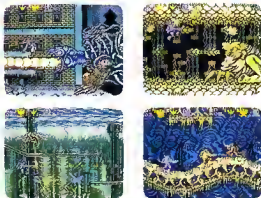
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Nintendo 1 player £35
1-2 players
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.

BLUR SHADOW
Tutts £25
1 player
A platform hack 'em up with slickness forcing its way but of every pace. With amazing graphics and a huge amount of varied enemies and backdrops, it looks like a classic.

CASTLEMAN
1 player £36
Sales Curve

DEFENDERS OF THE CROWN
Philon/Konami 1 player £25
1-2 players
You play one of six knights on a quest to become the new monarch - you have to make allies, then use your cunning and skill to decide who to attack first. It sounds good, but it doesn't really cut the mustard.

DEFENDERS OF DYINATION
JV/Kasuloff Games 1 player £68
1 player
What a cruddy little game this is. It's fairly big, but who cares, when it looks awful, sounds worse and has the playability of a broken clock. Very basic, two-dimensional stuff.

DOOMY BOND CLASSICS
Nintendo 1 player £25
1-2 players
This means Donkey Kong and Donkey Kong II, two ancient Mario platform games. They're about exactly the same as the originals, but in this case that's not much of a compliment because both games are showing their age a bit now.

DOUBLE DRAGON II
Activision 1 player £45
2 players
With repetitive gameplay and appalling collision detection, Double Dragon II is no improvement over the first two games in the series. About the only thing going for it is that it's tough, but you get it free with the Activision box, but don't buy it separately.

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4-PLAYER TENNIS
Amiga £35
4 players
This is an okay tennis sim with a few fun ideas - like the four-player option - but it's ruined by bad controls and lousy gameplay. You're given lots of different shots, but collision detection is awful and playing at the far end of the court is a workout.

A ROY AND HIS BLOK
Nintendo/Absolute Int'l 1 player £35
39% (Issue 10)

RAID DUKES
1-2 players £25
39% (Issue 10)

BLUES BROTHERS
1 player £35
1-2 players
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.

BLUR SHADOW
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BLASTER MASTER
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Recall Top Ten - the best of NES

SUPER MARIO BROS. 3
Nintendo 1-2 players £40
Eat your heart out, Sonic! Even this eight-bit version of Mario's adventures puts the blue rooster to shame. With oodles of levels, there's plenty of exploring to do even when you've completed it.

BATTLE OF OLYMPUS
Nintendo/Imaginer 1 player £20
Better than a lifetime membership of the Scouts! This game's just as big as the great outdoors (but you don't get wet) and you even get a real sword to play with! Why not give it a bash?

MICRO MACHINES
Code Masters/Moby 1-2 players £33
This race 'em up is probably even more fun than the real thing! Even when the novelty factor's worn off, it's still the most addictive and playable NES racer. And it's cheap, too.

DRAGON LAR
1 player £35
Dragon Lar features lots of interesting puzzle elements (unlike the last-disc arcade version). Although it's a bit straightforward, it's definitely an improvement over the coin-op, and the animation (especially on Dirk the hero) is pretty amazing.

LOW G MAN
Nintendo/Taxan Group 1 player £20
It's the old story - the human race is living together in peace, harmony and unlimited supplies of choccy biscuits, and along comes a bunch of aliens to mess things up. That's enough to ruffle the feathers of even the most tolerant NES owner, and Low G Man is payback city, man!

SKATE OR DIE

1-2 players
\$25
You can skate, you can die, or you can do neither and spend your days on a spinning ball. There are five levels, three bosses, but none of them are very good, and some really stink.
(Issue 1)

SEIYOR DIE

1-2 players
\$40
Ever get a sense of déjà vu? Well, Seiyor Die is just like Skate Or Die. With more wheels in it. Yet more incredible game pieces in five slow-motion levels. Best for solo players but even two is incredibly dull.
(Issue 2)

SNAKE, RATTLE 'N' ROLL

Nintendo/Reire
1-2 players
\$30



This is a cracking 3D scrolling collect 'em up featuring two filthy snakes called Rattle and Roll. The snail-like movement, action is the real attraction in this game, as the dynamic dual snakes 11 levels (all of the prettiest graphics you ever saw).
(Issue 1)

SNAKE'S REVENGE

Konami
1 player
\$25
A tricky, Rambo-style mission which is quite fun at first but becomes slightly dull after you've played it a while. The ungravel, money-games play is weighed down even further by really lame combat.
(Issue 5)

SMASH T.V.

Activision
1-4 players
\$40
This is a cracking 3D scrolling collect 'em up. The credits with the vast number of enemies on screen at once. The NES version has almost as many, making it a really fun title. Not a word enough for long-term fans, though.
(Issue 3)

SOLAR JETMAN - HUNT FOR THE GOLDEN WARPSPIN

Nintendo/Reire
1 player
\$20
Really good and explore 10 huge levels of alien-bleeding, power-up-collecting, time-travelling action. The game is massive and a password entry system, allowing you to save your game. You can't lose much better than this.
(Issue 1)

SOLSTICE

Nintendo/Software Creations
1 player
\$30



If you haven't got the one yet, blow a fartgun, go mental, get a job - just do anything to get it in your collection. This is the most stunning platform game your NES will ever see. It's a little bit gorgeous!
(Issue 1)

STAR WARS - JEDI/TALENTIVE Games

1 player
\$20
This is really a platform 'shoot 'em up' with a few sci-fi spacey bits thrown in. The graphics are wonderful, but the playability is superb (and you can play as Luke or one of his buddies).
(Issue 3)

BOULDER DASH

First Star Software
1-2 players
\$30

Hard hats are the order of the day in this rock 'n' puzzling collect 'em up. Each of the 24 levels is packed with traps, hazards, and diamonds - in fact, you could say this was a game of a game! This diamond could perhaps be a bit too hard for younger gamers, though.
(Issue 1)

Shop attack!



Fancy getting your mug in the mag? Well, 'Flasher' Beaven could be lurking with his trusty Instamatic in a games shop or arcade near you!

This month's victim:

Verona Thomas, Bristol
Well, looky here! A prospective SNES owner, I do believe - give her six months and she'll be as loony as the rest of us! Schloop-ding!

Just when you've wangled a bash on the shop's Nintendo... GOTCHA!

STREET GAMES

Nintendo
1 player
\$30
Some good, original idea, a tidy back drop and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
(Issue 2)

SUPER MARIO BROS. 2

Nintendo
1 player
\$30
More varied than the first Super Mario game but not as good as SMB1. Not quite the Mario we all know and love, but your collection wouldn't be complete without it.
(Issue 5)

SUPER MARIO BROS. 3

Nintendo
1 player
\$40



If you haven't got the one yet, blow a fartgun, go mental, get a job - just do anything to get it in your collection. This is the most stunning platform game your NES will ever see. It's a little bit gorgeous!
(Issue 1)

SWORDS & SERPENTS

Activision
1-4 players
\$30
This game takes four players, and boy, don't need 'em! Choose your own party of adventurers and head off to the dungeons to solve the real secrets. The scenery's a bit bland, but the action and animation make up for it.
(Issue 2)

SWORD MASTER

Activision
1 player
\$40
This game takes one player, and boy, don't need 'em! Choose your own party of adventurers and head off to the dungeons to solve the real secrets. The scenery's a bit bland, but the action and animation make up for it.
(Issue 2)

KICK OFF

Anco
1-2 players
\$36

Let's face it, it's getting far too dangerous playing football these days, and the chance of sustaining a serious injury are pretty high. On the other hand, a sore thumb is all you're likely to get from this excellent footy game (unless you're Gazzal) and it's great fun even if you can't stand football.
(Issue 4)

TECHNOMATOR 2

Nintendo
1 player
\$30
This is a pretty little game in a line which sticks fairly closely to the plot of the movie on which it is based. It's mostly platform but it's a bit odd. But there's also a motorcycling section to break up the boredom. It's pretty good stuff.
(Issue 3)

TIME LORD

Milton & Bradley
1 player
\$35
This feature has levels of puzzle solving, time travelling (action). There's the odd rock drill thing but the whole game is just a lighter sort of puzzle. How shall we put it? Bizarre, perhaps.
(Issue 3)

TOM AND JERRY

1 player
\$30
This is a pretty good game, but not particularly impressive platform.
(Issue 1)



If you haven't got the one yet, blow a fartgun, go mental, get a job - just do anything to get it in your collection. This is the most stunning platform game your NES will ever see. It's a little bit gorgeous!
(Issue 1)

YU-GI-OH - THE SECOND MESSENGER

Konami
1-2 players
\$40
Do you feel the need for a quick fix? Then Yu-Gi-Oh is the card game for you. It's a quick fix, but it's a quick fix. It's a quick fix, but it's a quick fix. It's a quick fix, but it's a quick fix.
(Issue 1)

SOLAR JETMAN

Nintendo/Reire
1 player
\$20

Space - it may be the final frontier, but in Solar Jetman you're only got a cash ship to conquer it with. Well, never mind, cos it makes for tougher gameplay. Your mission is to toddle around the universe in your creak, collecting bits of the Golden Warpship, and it's great!
(Issue 1)

TO THE EARTH

1 player
\$30
A game that's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros.
(Issue 6)

TRACK AND FIELD II

Konami
1-2 players
\$35



Another complex but fun game, it's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros. It's a bit like Super Mario Bros.
(Issue 3)

TIDIC

Activision
1-2 players
\$30



Try to be a 50 level maze game in which you have to run around the corners collecting rings before the hungry monsters eat you. The game looks great and plays fairly well, but it's not difficult enough. Short term fun only.
(Issue 3)

TURBO RACING

Activision
1-4 players
\$30



A nice looking and smooth playing racer. The graphics are good and there's plenty of time to keep you interested, and customized cars are a nice extra. Although it's a bit simple, this would keep you going for a while.
(Issue 3)

TURTLES 2

Konami
1-2 players
\$30



A pretty faithful copy of the comic book with lots of action and a nice touch. Unfortunately, it's generally too repetitive, slow-paced and unexciting to compare with the coin-op in terms of playability. It's slightly more playable in two-player mode, but not for long.
(Issue 3)

WIZARDS AND WARRIORS II

Activision
1 player
\$40
A bit dull to start with, but as you begin to discover magic it quickly becomes interesting and very playable.
(Issue 7)

WWF WRESTLE MANIA CHALLENGE

Activision
1-2 players
\$35



Are you a Hulk Hogan fan? Then you may think there's a lot for you, but this is a real wrestling game, and the game's a real highlight.
(Issue 3)

THE LEGEND OF ZELDA

Nintendo
1 player
\$60



In this old but challenging role player you have to defeat Ganon and dig up the legends of the Zelda. The quest is a bit dull, but the game's really holds your interest. A classic!
(Issue 3)

ZELDA 2 - THE ADVENTURE OF LINK

Nintendo
1 player
\$40



Zelda lives! Zelda II manages to be just like the first. The graphics are a bit more improved, but there's plenty of action and something to hold your interest.
(Issue 2)

Writing? That's money for old rope, mate!

Have you ever thought about writing for a magazine? If you have, you're probably wondering what qualifications you need. We'd say that you need charm, good looks, intelligence, and the ability to tan easily in hot climates. The funny thing is, that description doesn't fit any of us. Just for a chuckle, have a look at what we did before we joined the hounded ranks of TOTAL:

Steve claims to be a famous Greek philosopher, consumer of many movies, and most recently, an industrial chemist. We reckon that at least two out of those three are blatant lies (but then, you never can tell with Steve).

Andy is a failed artist. He used try to peddle his paintings of popular English port glasses to a singularly unimpressed great British public. He boasts a grand total of three paintings - and they're all crap!

James was, allegedly, an electronic engineer. It's sounds impressive, but it's not. Okay, so he can write a plug in 15 seconds flat, but that's about all he can do.

Chris cancelled his place on the British Airways flight training program to take a degree in History, Sociology, and Film. Bumped out there, eh, Chris?



If you're after someone to do a bit of solar jettin', Solar Jetman's your man, man.

SNAKE, RATTLE 'N' ROLL

Nintendo/Reire
1-2 players
\$30

Direct from the reptile house at Bristol Zoo, it's a pair of celebrity worms ready to squirm their way around a graphically flat 3D landscape. The simultaneous two-player game is a real hook and the eleven hard levels are enough to put this in the top slots, but the graphics ditch it.
(Issue 1)

TOTAL!

SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

NUBY SOFT PAK

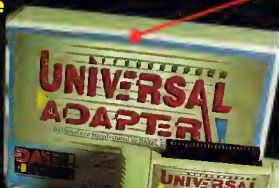
Here's a brilliant way to keep your carts safe from, er, I dunno, falling jars of mayonnaise or summat. Available for NES, Game Boy or Super NES. **£9.99**

PRO ACTION REPLAY

With this amazing device you can beat the toughest of games! The Pro Action Replay even shows you levels you never knew existed! How good is it? It's so good the TOTAL team themselves use it! Available for NES, Game Boy and Super NES.

£44.99 (SNES) £29.99 (GB/NES)

**SAVE
£5**



UNIVERSAL ADAPTOR

Fed up with not being able to play all those amazing Japanese and American carts? Not any more - Universal Adaptor to the rescue! The best £16.99 you'll ever spend. Probably. Available for NES or SNES.

£16.99

TOTAL BINDER

There's only one way to keep your TOTAL collection from getting tattered and torn - bung 'em in your binder! (By the way, to snap up those missing issues, just turn the page.)

£5.99



Fill in the form - and that's an order!

- ☐ Action Replay - now tick one format: ☐ Game Boy (GBACT) **£29.99** ☐ NES (NESACT) **£29.99** ☐ Super NES (SNESACT) **£44.99**
☐ Nuby Cartridge Soft Pak **£9.99** - now tick one format: ☐ Game Boy (TDGC3) ☐ NES (TOGC4) ☐ Super NES (TOSN3)
☐ Universal Adaptor **£16.99** - now tick one format: ☐ NES (NESAD) ☐ Super NES (SNESAD)
☐ TOTAL binder **£5.99** (TDBINDER) or ☐ Two TOTAL binders **£10.95** (TOBINDER2)

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TOTAL/0293

Oh dear - you've done it again, haven't you? Time and time again we've told you to check TOTAL Recall before you go shopping for SNES games, but would you listen? You just had to buy that Super Mutant Sheepshearers Of Wonga Wonga cart. Tsk, tsk.



PILOTWINGS Nine. Take to the air in four different modes: parachute and jet-pack – on your own

MARIO PAINT Nintendo
1 player **E70** (with SNES mod)
An art and music package which, like the basic sounds and only 15 colours, is designed to exploit the SNES's potential. Its user-friendly nature may appeal to you, kid brother or sister, though

MUSYA Da
1 player **£45 (Imp)**
This Oriental arcade adventure has some neat touches but it's just not exciting enough. Despite attractive backgrounds and weird weapons, too ponderous for arcade junkies and too basic for anyone else.

PAPERBOY 2 Mindscape
1-2 players
With confusing perspective, repetitious
gameplay and a control problem, the
game's almost as bad as doing the
real thing. Paperboy 1 was tedious
enough and this is just as bad.

SUPER PARODIUS Konami
1 player £54 (Imp)
A fun shoot 'em up with plenty to
your teeth into, but perhaps more
game for younger joyed twiddle.
The graphics are great and the
guardians are imaginative – as is the
whole game – but some of it is so
it'll make you puke!

PGA TOUR GOLF
1-4 players
A nice user-friendly golf sim, with simple layout and easy-to-use menus. A bit rough around the edges, but it's a tough and playable game, and with battery back-up and a full player option it's no one-hit wonder.

PRALANX £45 (imp)
A 'traditional' horizontally scrolling shoot 'em up with all the usual shoot 'em up biz. It looks pretty enough, but the action is patchy and frustrating.

REAR Kemco/Gremlin
Wipers **£45**
Top Gear we're talking
speed, nitro injections,
chance to drive those

cars that we mere mortals
y dream about owning.
re racing games, and
Top Gear. Don't get
onfused – this is in a class
wn.

(Issue 9)

11)	RIVAL TURF 1-2 players Rival Turf is an excellent two-player stroll 'n' beat 'em up with exciting high-speed gameplay. The fighting action doesn't offer anything new, but it's great fun when you're barfing around with a friend.	70%	(10)
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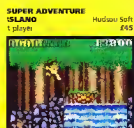
948-76 (issue)



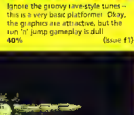
STRIKE GUNNER Activision
1 player **EAS**
A virtually endless variety of ships you have to up against in a process of hardware. The ships look good, but it's all, with tedious progression and repetitive gunfire. **51%** (Issue 12)



STREET FIGHTER 2 Capcom
1-2 players **EAS**
Street Fighter 2 is simply the best two-up tournament emul. It's no absolutely superb, it's not a bad game, but it's a great one. A lot of moves, a lot of characters, and a great amount of replay value. Street fighting and grappling in perfect harmony. **84%** (Issue 11)



SUPER ADVENTURE ISLAND Hudson Soft
1 player **EAS**
This is a virtual treasure to the NES games, except that the graphics and sound are slightly better. However, with a few caveats and some, it's only a good game. **52%** (Issue 12)



SPIDER-MAN AND THE X-MEN Activision
1 player **EAS**
The Marvel comics on which this is based are brilliant, but sadly the game fails to capture the comic's excitement. Although die-hard fans may enjoy playing their favorite characters, this is a very average game. **40%** (Issue 13)



SUPER SMASH TV Activision
1-2 players **EAS**
Stupidly brutal, thriving and rock-hard in many ways Super Smash TV is the ultimate test of skill. It's a superb control system and perfect replication of the canyons-blasting gameplay. **93%** (Issue 8)



SUPER PHOBOS Konami
1-2 players **EAS**
The guy who wrote this must have been out of his face, as the music in the game is absolutely on the mark. The graphics are a little off, but the game is a great one. **84%** (Issue 11)

SUPER ALESTE ToraCompu
1 player **EAS**
Super Aleste is a bit of a weird game, but it's a great one. It's a great game, but it's a bit of a weird game. **85%** (Issue 12)

SUPER DOUBLE DRAGON ToraCompu
1 player **EAS**
Yet another top 2D game. The graphics are great, but there's no challenge. It's just a case of hit and run. **81%** (Issue 12)

SUPER MAJIA KATY Nintendo
1-2 players **EAS**
This is a virtual treasure to the NES games, except that the graphics and sound are slightly better. However, with a few caveats and some, it's only a good game. **52%** (Issue 12)

SUPER PLAY ACTION FOOTBALL Nintendo
1-2 players **EAS**
If you find the rules of American football totally incomprehensible, that is probably why the game to change your opinion. It's for the complex and unmanageable for novices. **53%** (Issue 11)

SUPER T-RYPE Nintendo
1-2 players **EAS**
Although let down by a few glitches, the graphics here are stunning. It's a great game, but it's a bit of a weird game. **71%** (Issue 6)

SUPER SMASH TV Activision
1-2 players **EAS**
Stupidly brutal, thriving and rock-hard in many ways Super Smash TV is the ultimate test of skill. It's a superb control system and perfect replication of the canyons-blasting gameplay. **93%** (Issue 8)

SUPER SMOKE Nintendo
1 player **EAS**
Excellent 3D visuals, a choice of 4 teams to play, and flexible controls. It's a great game, but it's a bit of a weird game. **90%** (Issue 5)

SUPER TRENDS Nintendo
1-2 players **EAS**
There has never been such a playable and fun game as this. With a massive range of moves and loads of characters to choose from, this is truly a great game. **90%** (Issue 5)

SUPER WWF Activision
1-2 players **EAS**
Even if you loathe the WWF, you can't help but be impressed by this game. The graphics are gorgeous, and the sounds effectively capture it all. **81%** (Issue 6)

THE MAGICAL QUACK STAIRING Capcom
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 12)

THE MAGICAL QUACK STAIRING Capcom
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THE MAGICAL QUACK STAIRING Capcom
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 12)

TURTLES IN TIME Konami
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 10)

ULTRAMAN Bandai
1 player **EAS**
With quality animation, flashy graphics, and a great story, this is a great game. **81%** (Issue 10)

UN SQUADRON Capcom
1 player **EAS**
Horizontal shooters don't come much better than this. It's a great game, but it's a bit of a weird game. **81%** (Issue 10)

KARAOKE Amiga
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 10)

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KARAOKE Amiga
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 10)

SUPER GHOULS 'N' GHOSTS Capcom
1 player **EAS**
This is a great game, but it's a bit of a weird game. **81%** (Issue 10)

ROBOPACK 2 Ocean
1 player **EAS**
After the fantastic Robopack 2 on the NES, NES Robopack 3 is a great game. **37%** (Issue 12)

THE ROCKETER NES
1 player **EAS**
Impress to look at, with colorful backgrounds and nice, detailed characters, but don't be fooled - beneath the flashy surface the game is simplistic, boring and bad in every way. **28%** (Issue 7)

WPN RACING Interplay
1 player **EAS**
More about a race than a race - it's fun to see the cars, but the game is too slow to get the blood racing. Incommensurate attempts to be different have failed on every count. **46%** (Issue 11)

SKILLGAGER American Soft
1 player **EAS**
Skillgager comes with its own 80-page story book, which is a great addition. **64%** (Issue 13)

SM CITY Nintendo
1 player **EAS**
The game's quite possibly the best 16-bit you'll ever spend. The concept is simple and the looks are basic, but this game is huge and totally addictive. **64%** (Issue 7)

SOUL BLAZER Enix
1 player **EAS**
Soul Blazer is similar to Zelda, and although it's just a game in terms of gameplay, this has a lot to offer. It's a great game, but it's a bit of a weird game. **81%** (Issue 12)

The TOTAL team's toys 'n' gadgets

We're all kids at heart. The only difference is that now we buy ourselves toys instead of our parents. So we've picked out some of the toys we love.

STEVE otherwise known as 'Gidder Master' Jarratt, and veteran of the Technical Lego army. He adds a new electronic toy to his collection almost every month, but for his favourite is his 'surround sound' system.

JAMES rarely puts his Game Boy down, and

when he does he's either asleep or throwing vast quantities of beer down his throat. (Or doing something else.)

CHRIS has a weird favourite toy: his TV's remote control can keep him amused for hours. Hmm?

ANDY Em... When we asked him, he mentioned something about a coddy crocodile with one, named George, and then went a bit stoned.

SUPER SMASH TV Activision
1-2 players **EAS**
Can you handle this blood bath of a game? Are you nodding your head frenetically? Good. Super Smash TV is one of those classic chmi-god blasters that makes you feel that you've wiped out an entire civilization by the time the Game Over message appears. **93%** (Issue 8)

UN SQUADRON Capcom
1 player **EAS**
Others have tried and failed to produce games like this on other consoles. For action and awesome graphics that will blow you away, you can put your trust in the UN. Become a regular Biggles of the future with firepower that is out of this world. **92%** (Issue 10)

F-ZERO Nintendo
1 player **EAS**
Hello, Mode 7. This is a 3D futuristic racer that every serious SNES owner should play at least once. There's no need to shout about the amazing graphics and atmospheric sound when the gameplay is so fab. It's not what you'd expect of a racing game, but it's ace! **91%** (Issue 5)

SIM CITY Nintendo/Maxis
1 player **EAS**
Take control of a massive metropolis and play fire chief, policeman, tax man and everybody who does anything important. This is a top-notch strategy game which is not only very intellectually taxing (ha!) but also a whole load of fun to play. **94%** (Issue 7)

PRINCE OF PERSIA Maxis
1 player **EAS**
A really stunning arcade adventure with a beautifully animated hero and 20 incredibly tough platform levels packed with traps, dead ends and enemy guards. A well impressive and challenging game which makes full use of the SNES's abilities. **84%** (Issue 9)

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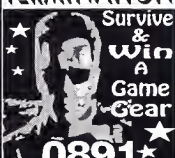
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So, to all of you who've caught on to *Super Play*, welcome aboard. We think you'll be glad you joined us. And to everyone else, what are you playing at? If you're even vaguely interested in video games, you must be interested in the Super Nintendo. And if you're into the Super Nintendo, you owe it to yourself to check out *Super Play*. We'll be waiting for you.

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RECALL

ADAM'S FAMILY

1 player Ocean **\$25**



Not as involving, partly of playability as the NES game, although more of a challenge. The series, but it's all in a plain. More play than most.

52% (Issue 7)

ADVENTURE ISLAND

1 player Hudson Soft **\$25**



This just has the potential to be a really good game - there are loads of levels and the graphics are superb and clear. Unfortunately, the gameplay is completely lame. It's not a really much of an adventure.

54% (Issue 38)

ASTERIDS

2 players Accolade **\$22**



There isn't enough to remember this classic arcade game shouldn't get lost. This isn't the simple but compulsive about 'em up we all knew and loved. Look blasting just isn't the same on the Game Boy.

55% (Issue 5)

THE AMAZING SPIDERMAN

1 player Sunsoft **\$25**

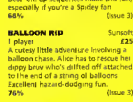


Of Spider-Man the town and determined to get his long-lost parents, Mary Jane, back from the grasp of the evil Venom. Lots of web-swinging and beat 'em up sequences make the fun, especially if you're a Spider-fan.

60% (Issue 3)

BALLOON RID

1 player Sunsoft **\$25**

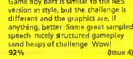


A cute little adventure involving a balloon. Also has to be noted that the dumpy bird who's drifted off into the wind of a string of balloons. Excellent hazard-avoidance fun.

70% (Issue 3)

BART SIMPSON'S DEADLY FRODO CAMP DEADLY

1 player Acclaim **\$25**

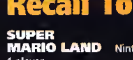


Game Boy Bart is similar to the NES version in style, but the challenge is different and the graphics are iffy.

70% (Issue 3)

BART SIMPSON'S DEADLY FRODO CAMP DEADLY

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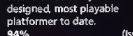


Game Boy Bart is similar to the NES version in style, but the challenge is different and the graphics are iffy.

70% (Issue 3)

SUPER MARIO LAND

1 player Nintendo **\$25**



Well, it had to be number one, didn't it? It's easily the best-designed, most playable platformer to date.

94% (Issue 1)

TENNIS

2 players Nintendo **\$20**



What a racket! This is easily the best sports sim available on the GB. You'll be surprised how playable a game involving knocking an LCD ball about is!

95% (Issue 1)

BART VS THE BUCCHINATI

1 player Acclaim **\$25**



This is a really good game. Bart game - it's only entertaining at first but then actually fun. There are some amazing graphics in places, but no little thought has been put into it all around, and with some trigger-tapping action like this you won't go far wrong.

90% (Issue 1)

BATMAN - RETURN OF THE JOKER

1 player Sunsoft **\$25**



Batman's second Game Boy adventure is the last the series has to go. It has levels and there's all extremely tough. Lots of graphics and fun sounds are the way on the case.

90% (Issue 10)

BATTLEBOYS

2 players Trade West **\$25**




Not a really good game. It's only entertaining at first but then actually fun. There are some amazing graphics in places, but no little thought has been put into it all around, and with some trigger-tapping action like this you won't go far wrong.

90% (Issue 1)

BATTLEBOYS

2 players Trade West **\$25**

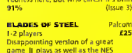


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90% (Issue 1)

BILLY AND TED'S EXCELLENT GAME BOY ADVENTURE

1 player Sunsoft **\$25**



Okay, I understand games, we strongly recommend you read a good local game shop and buy this excellent game. Agreed, there's not much left. Ted and Billy, but who cares? It's still 95%.

95% (Issue 3)

BLADES OF STEEL

1-2 players Palcom **\$25**

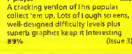


Disappointing version of a great game. It's a bit of a disappointment, but it's not a really good game.

95% (Issue 3)

BLUES BOYS

1 player Tute **\$25**



A tough, music-style platformer with ball and waisted levels. The graphics are a bit slow and confusing at times, but the gameplay is strong enough to survive it.

95% (Issue 10)

BOULDER DASH

1 player Sunsoft **\$25**




A cracking version of the popular game. It's a bit of a disappointment, but it's not a really good game.

95% (Issue 3)

BOWEN JACK

1 player Infogrames **\$25**



Bowen Jack was a very playable one-up game, and the GB conversion does it great. It may not be funny enough for some, but it's still great fun.

84% (Issue 12)

BROCKLE

1 player FCI/Playn **\$25**




An excellent puzzle game. It's simple and is easy to pick up, but the 120 levels just get better and better. If you're a puzzle, this is a tough one.

85% (Issue 3)

BROCKLE

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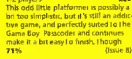


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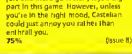


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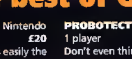


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BROCKLE

1 player FCI/Playn **\$25**

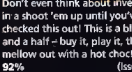


An excellent puzzle game. It's simple and is easy to pick up, but the 120 levels just get better and better. If you're a puzzle, this is a tough one.

85% (Issue 3)

PROBOTOCTOR

1 player Konami **\$25**



Don't even think about investing in a shoot 'em up until you've checked this out! This is a blaster and a half - buy it, play it then mow out with a hot cod!

92% (Issue 8)

Okay, so Chrimbo's over. You're bored with all your pressies already, you've worn a hole in the crap socks Auntie Maud gave you, and you've given the turkey sarnies to the dog. But there's one thing you can rely on to be there all year round. You got it: GB Recall.

Oh! Put that joydd DOWN!

Every month there's at least one game on each format that we can't leave alone. If we had the 'em, we'd rush out and buy 'em, sadly, we haven't, so we just play 'em to death at work.

Steve Darfus Twn (SNE) Dropsone (NES)

DYNABLAST

2 players Hudson Soft **\$25**



This is a game involving running around a maze dropping bombs, blowing stuff up, and knocking off baddies who are also trying to knock you off. If you think it sounds like a bit of a daff, you're right - it's tough and extremely playable.

93% (Issue 2)

DAYS OF THUNDER

1 player Midchester **\$25**



A huge improvement over the NES version. It's featureless! Unbelievable vector graphics, decent sound, and winning will take you a while. Sadly, it's not that fast, so only buy it if you're a fan of the game.

73% (Issue 4)

DEMON DOG

1-2 players Acclaim **\$25**



It's a bit of a bore with straightforward beat 'em up, give this a miss. It's not, it's still enough to keep you amused. A bit dull but good follow-up.

77% (Issue 4)

DIAGON'S LAIR

1 player Elite **\$25**



Diagon's Lair returns some of the best Game Boy graphics you'll ever see, although the dated music isn't hard to make out at times. Interestingly, it's not that bad at all.

79% (Issue 3)

DR. FRANKEN

1 player Elite **\$25**

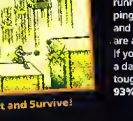


Highly detailed graphics with weird little touches. This beautiful platform adventure takes place in an enormous castle over 200 screens and is a 'flippin' brilliant.

91% (Issue 5)

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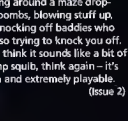


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TOTAL!

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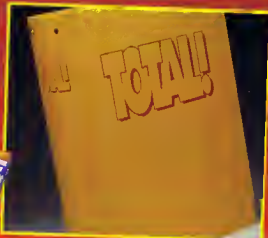
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- Game Boy
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NEXT MONTH

Next month, **TOTAL** will be on sale at all good newsagents from Thursday 18th February. Be sure to reserve your copy because...

... On Game Boy

We'll probably be reviewing Dropzone, Robin Hood, Speedball 2, The Incredible Crash Dummies, BC Kid and anything else we can get!

... On the NES

We're hoping to take a close look at Batman Returns, Monster In My Pocket (hurrah!), Felix The Cat, Bucky O'Hare and much more!



... And on the SNES

You should be seeing Gods, Powermonger, Jimmy Connor's Tennis, Alien 3, Player Manager, Death Valley Rally, Super Star Wars and flippin' loads more!

Dear Newsagent,
Please keep/deliver me a copy of that fab and wonderful **TOTAL** magazine each and every month. Thank you. I am forever in your debt.

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MAG*SAVE

Oi!

Sorry, but due to inflation and all that, **TOTAL** (which has been £1.95 more or less since issue 1) will now cost £2.25 every month. So make sure you have the right money for issue 15!

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We don't mind you calling us (on 0223 442424) but from now on you can only speak to the team on Thursdays

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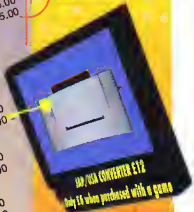
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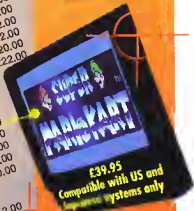
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